

Level 1

Alarm

Casting Time 1 standard action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius emanation centered on a point in space
Duration 2 hours/level (D)
Saving Throw none; Spell Resistance no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

Animal Messenger

Casting Time 1 minute
Components V, S, M (a morsel of food the animal likes)
Range close (25 ft. + 5 ft./2 levels)
Target one tiny animal
Duration 1 day/level
Saving Throw none; see text; Spell Resistance yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Charm Animal

Target one animal

This charm makes a animal type creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Delay Poison

Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Hide from Animals

Casting Time 1 standard action
Components S, DF
Range touch
Targets one creature touched/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); Spell Resistance yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Longstrider

Casting Time 1 standard action
Components V, S, M (a pinch of dirt)
Range personal
Target you
Duration 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Endure Elements

Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Magic Fang

Casting Time 1 standard action
Components V, S, DF
Range touch
Target living creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Entangle

Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text; Spell Resistance: no

This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Area is Difficult Terrain (all squares count as 2 for movement).

Creatures in area make a Reflex save.

Fail = entangled

Success = may move as normal

Any who enter the area make Reflex save immediately.

Fail = entangled and movement ends.

Success = may move normally

Any who remain in the area at end of casters turn must save again.

Can attempt to break free as a move action by making Strength or Escape Artist check vs. DC of the spell.

Entangled Condition Summary

Move at half speed

Cannot run or charge

–2 penalty on all attack rolls

–4 penalty to Dexterity.

Must make a concentration check (DC 15 + spell level) to cast a spell (or lose the spell).

Pass without Trace

Casting Time 1 standard action
Components V, S, DF
Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Resist Energy

Casting Time 1 standard action
Components V, S, DF
Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Read Magic

Casting Time 1 standard action
Components V, S, F (a clear crystal or mineral prism)
Range personal

Target you

Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.

Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Speak with Animals

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Summon Nature's Ally I

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

Choices:

Dire rat, Dog,, Dolphin, Eagle, Giant centipede, Fire beetle,

Mite (gremlin), Poisonous frog, Pony (horse), Stirge, Viper (snake)

Level 2

Barkskin

Casting Time 1 standard action
Components V, S, DF
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw none; Spell Resistance yes (harmless)
Range: Touch

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

Bear's Endurance

Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); Spell Resistance yes
Range: Touch

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Cat's Grace

Components V, S, M (pinch of cat fur)
The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Owl's Wisdom

Components V, S, M/DF (feathers or droppings from an owl)
The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-half. This speed penalty lasts for 24 hours or until the injured creature related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Cure Light Wounds

Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Protection from Energy

Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged. Protection from energy overlaps (and does not stack with) resist energy. A character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Snare

Casting Time 3 rounds
Components V, S, DF
Range touch
Target touched nonmagical circle of vine, rope, or thong with a 2ft. diameter + 2ft./level
Duration Until triggered or broken
Saving Throw none; Spell Resistance no

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast the spell, you make a Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cord-like object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Spike Growth

Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area one 20-ft. square/level
Duration 1 hour/level (D)
Saving Throw Reflex partial; Spell Resistance yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Note: Magic traps are hard to detect. A rogue (only) can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger). Spike growth can't be disabled with the Disable Device skill.

Summon Nature's Ally II

Ant, giant (worker), Elemental (small), Giant frog, Giant spider, Goblin dog, Horse, Hyena, ctopus, Squid, Wolf

Wind Wall

Casting Time 1 standard action
Components V, S, M/DF (a tiny fan and an exotic feather)
Range medium (100 ft. + 10 ft./level)
Effect wall up to 10 ft./level long and 5 ft./level high (S)
Duration 1 round/level
Saving Throw none; see text; Spell Resistance yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Level 3

Darkvision

Casting Time 1 standard action
Components V, S, M (either a pinch of dried carrot or an agate)
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Magic Fang, Greater

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 hour/level

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Neutralize Poison

Casting Time 1 standard action
Components V, S, M/DF (charcoal)
Range touch
Target creature or object of up to 1 cu. ft./level touched
Duration instantaneous or 10 min./level; see text
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Plant Growth

Casting Time 1 standard action
Components V, S, DF
Range see text
Target or Area see text
Duration instantaneous
Saving Throw none; Spell Resistance no
Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of plant growth. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected. **Enrichment:** This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures.

Reduce Animal

Casting Time 1 standard action
Components V, S
Range touch
Target one willing animal of Small, Medium, Large, or Huge size
Duration 1 hour/level (D)
Saving Throw none; Spell Resistance no

This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Table: Tiny and Large Weapon Damage to adjust damage for size).

This spell causes instant diminution of a animal creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

Remove Disease

Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Tree Shape

Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Water Walk

Casting Time 1 standard action
Components V, S, DF
Range touch
Targets one touched creature/level
Duration 10 min./level (D)
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Level 4

Animal Growth

Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one animal (Gargantuan or smaller)
Duration 1 min./level
Saving Throw Fortitude negates; Spell Resistance yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

Commune with Nature

Casting Time 10 minutes
Components V, S
Range personal
Target you
Duration instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings -- caves, caverns, and the like -- the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Freedom of Movement

Casting Time 1 standard action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Tree Stride

Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet