

	SIIIIU (Small)					į		
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	Range: 30 ft.	To Hit: +9			Damage: 1d3			
	50 ft.	100 ft.	150	ft.	200	ft.	25	0 ft.
TH	+9	+7	+{	5	+3		+	-1
Dam	1d3	1d3	1d3		10	13	1	d3
	300 ft.	350 ft.	400	ft.	450	ft.	50	0 ft.
TH	-1	-3	-5	5	-	7	-	9
Dam	1d3	1d3	1d	3	10	13	1	d3

^{*:} weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH); 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Small)	Light	+4	+4	-2	20
*Buckler (Small)	Shield	+1		-1	5

	DRUID WILDSHAPE	
Uses per day □□□		
Duration = 7 Hours		

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Masterwork Shortspear (Small)	Equipped	1	1.5	301.0
Chain Shirt (Small)	Equipped	1	12.5	100.0
Outfit (Explorer's/Small)	Equipped	1	2.0	10.0
Buckler (Small)	Equipped	1	2.5	15.0
Backpack (Small) 4.25 lbs., 1 Rations (Trail/Per Day) (Small), 2 Moss Agate, 1 Book Volume 2 Flora and Fauna, 1 Case (Map or Scroll), 1 Coin (Crystal), 53 Coin (Gold), 121 Coin (Platinum), 1 Gem (Fire Opal), 1 Ink (1 Oz. Vial), 1 Inkpen	Equipped	1	0.5	2.0
Rations (Trail/Per Day) (Small)	Backpack (Small)	1	0.25	0.5
Book Volume 2 Flora and Fauna +2 Knowledge Nature for Flora and Fauna	Backpack (Small)	1	0.0	0.0
Case (Map or Scroll) 0 lbs., 20 Paper (Sheet)	Backpack (Small)	1	0.5	1.0
Paper (Sheet)	Case (Map or Scroll)	20	0.0 (0.0)	0.4 (8.0)
Ink (1 Oz. Vial)	Backpack (Small)	1	0.0	8.0
Inkpen	Backpack (Small)	1	0.0	0.1
Pouch (Belt) (Small) 1.54 lbs., 6 Bullet (Sling) (Small), 23 Berry, 1 Coin (Copper), 1 Coin (Silver), 1 Flint and Steel, 6 Goodberry, 1 Signal Whistle	Equipped	1	0.12	1.0
Bullet (Sling) (Small)	Pouch (Belt) (Small)	6	0.25 (1.5)	0.01 (0.06)
Berry	Pouch (Belt) (Small)	23	0.0 (0.0)	0.0 (0.0)
Flint and Steel	Pouch (Belt) (Small)	1	0.0	1.0
Goodberry	Pouch (Belt) (Small)	6	0.0 (0.0)	0.0 (0.0)
Signal Whistle	Pouch (Belt) (Small)	1	0.0	0.8
Action Point Action Points	Equipped	7	0.0 (0.0)	0.0 (0.0)
Handy Haversack 4.25 lbs., 1 Bedroll (Small), 1 Dagger +1, 1 Everburning Torch, 1 Torch	Equipped	1	5.0	2000.0
Bedroll (Small)	Handy Haversack	1	1.25	0.1
Dagger +1	Handy Haversack	1	1.0	2302.0
Everburning Torch Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.	Handy Haversack	1	1.0	110.0
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft. □	Handy Haversack	1	1.0	0.01
Sling (Small) 0 lbs.	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/V	ALUE		27.94 lbs.	4860.57 gp

'	//EIGH I	F	ALLO	WANCE	=	

			_		
Light	28	Medium	57	Heavy	86
Lift over head	86	Lift off ground	172	Push / Drag	431

MONEY	

Coin (Crystal): 1[Backpack (Small)]
Coin (Platinum): 121[Backpack (Small)]
Coin (Gold): 53[Backpack (Small)]
Coin (Silver): 1[Equipped]
Coin (Silver): 1[Pouch (Belt) (Small)]
Coin (Copper): 1[Pouch (Belt) (Small)]
1 x Gem (Fire Opal) (500) [Backpack (Small)]
2 x Moss Agate (10) [Backpack (Small)]
Total = 1808.21 gp

LANGUAGES

Common, Druidic, Elven, Halfling, Sylvan

OTHER COMPANIONS

Storn - William

Xiao - John - Richard, wears a mask at all times.

Barrow the Big - Jon Bellock - Hugh

Special Qualities

Animal Companion (Ex)

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Classesl.rtf]

A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished. A druid of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense (Ex)	[Wizards of the Coast -
Humanoids eat/sleep/breathe	rypesoubtypesAbilities.iti]
	Reference Document, TypesSubtypesAbilities.rtf]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System
+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Revised (v.3.5) System Reference Document, ClassesI.rtf]

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex) [Wizards of the Coast Revised (v.3.5) System
Reference Document,
ClassesI.rtfl

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous casting - Summon Nature's Ally [Wizards of the Coast - Revised (v.3.5) System Reference Document, Classesl.rtf]

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Trackless Step (Ex) [Wizards of the Coast -Revised (v.3.5) System Reference Document, Classesl.rtf]

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy (Ex)

[Wizards of the Coast Revised (v.3.5) System
Reference Document,
Classesl.rtf]
+10 (+6 on Magical Beasts)

Wild Shape (Su) [Wizards of the Coast Revised (v.3.5) System
Reference Document]

3/day for 7 hours

Woodland Stride (Ex)

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Classesl.rtf]

You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment., You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.

Feats

Ashbound

[Skylar's Converted LST Homebrew - My Campaign]

The duration of your summoned nature's ally spells is doubled. Creatures summoned by those spells received a +3 luck bonus on their attack rolls.

Augment Summoning

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Greenbound Summoning

[Skylar's Converted LST

Homebrew - My Campaign]

All animals that you summon using Summon Natures Ally acquire the greenbound template for as long as the summoning spell lasts.

Spell Focus (Conjuration)

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Armor Proficiency (Light)

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Medium)

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Shield Proficiency

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

You can use a shield and take only the standard penalties.

PROFICIENCIES

Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	6	5	4	3	2	_	_	_	_	_

LEVEL 0

			-			
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Create Water		1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 14 gallo	ns of water		Caster Level:7	
Effect: Creates 14 gallons of pure water.						
Cure Minor Wounds	DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touc	had		Caster Level:7	
Effect: Cures 1 point of damage.	SA. 165 (Halfilless), see text	rarger. Creature touc	neu		Caster Level.1	
	DC: 14, Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	My: null
Dawn	DC. 14, Fortitude negates (namiless)	i Swiit action	Instantaneous	1311.		iviy. Huli
School: Abjuration	SR: Yes (harmless)	Target: All creatures i	n a 15-ft. radius burst centered on you		Caster Level:7	
Effect: Sleeping/Unconcious creatures in area awaken.						
Detect Magic		1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone abaned	omanation		Caster Level:7	
	SK: NO	Target: Cone-shaped	emanation		Caster Level:7	
Effect: Detects spells and magic items within 60 ft.		4	la stanta a sur	Olean (40 ft)	٧. ٥	DCDD: C#-D E -#
Detect Poison		1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: One creature.	one object, or a 5-ft. cube		Caster Level:7	
Effect: Detects poison in one creature or small object.						
□□□□□ Flare	DC: 14, Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	RSRD: SpellsF-G.rtf
School: Evocation [Light]	SR: Yes	Target: Burst of light			Caster Level:7	
Effect: Dazzles one creature [-1 on attack rolls].	3/1. Te3	rarget. Durst or light			Caster Level.1	
	DC: 44 Will nametes (hammless)	4	4	T	V, S	DCDD: CII-E C -#
Guidance	DC: 14, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	v, S	RSRD: SpellsF-G.rtf
School: Divination	SR: Yes	Target: Creature touc	hed		Caster Level:7	
Effect: +1 on one attack roll, saving throw, or skill check.						
□□□□ Know Direction		1 standard action	Instantaneous	Personal	V, S	RSRD: SpellsH-L.rtf
School: Divination	SR: No	Target: You			Caster Level:7	
Effect: You discern north.	3/1. NO	raiget. Tou			Caster Level.1	
		1 standard action	70 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
Light				TOUCH		NOND. Spellsm-L.Iti
School: Evocation [Light]	SR: No	Target: Object touche	d		Caster Level:7	
Effect: Object shines like a torch.						
□□□□□ Mending	DC: 14, Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level:7	
Effect: Makes minor repairs on an object.	2	, a.got. One object of			Judio. Lovol.1	
		1 standard action	70 minutes	30 ft.	S	My: null
LILI Naturewatch				55 IL		y. maii
School: Necromancy	SR: No	Target: Cone-shaped	emanation		Caster Level:7	
Effect: As deathwatch, but on animals and plants.						
□□□□□ Purify Food and Drink	DC: 14, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
School: Transmutation	SR: Yes (object)	Target: 7 cu. ft. of cor	staminated food and water		Caster Level:7	
Effect: Purifies 7 cu. ft of food or water.					2010//	
		1 standard action	70 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
□□□□□ Read Magic			70 minutes	r ersonar		Nond. Spellar -N.Iti
School: Divination	SR: No	Target: You			Caster Level:7	
Effect: Read scrolls and spellbooks.						
Resistance	DC: 14, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
Effect: Subject gains +1 on saving throws.		L.g Oroditire tout			2010//	
	DC: 14, Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
□□□□□ Virtue				100011		rtorto: opono: Enti
School: Transmutation	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
Effect: Subject gains 1 temporary hp.						
		/				
		LEVEL	1			
N	0		-		0	
Name	Save Information	Time	Duration	Range	Comp.	Source
Name	Save Information		-	Range Close (40 ft.)	Comp. V, S, M	Source My: null
Animate Fire	Save Information SR: No	Time	Duration Concentration, up to 7 rounds [D]			
		Time 1 round	Duration Concentration, up to 7 rounds [D]		V, S, M	
__\Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental.		Time 1 round	Duration Concentration, up to 7 rounds [D]	Close (40 ft.)	V, S, M Caster Level:7	My: null
Chook: Transmutation (Fire) School: Transmutation (Fire) Effect: Turn campfire into Small elemental. Chook: Animate Water	SR: No	Time 1 round Target: One Small Fin 1 round	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D]		V, S, M Caster Level:7 V, S, M	
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Chool: Transmutation [Water]		Time 1 round Target: One Small Fire	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D]	Close (40 ft.)	V, S, M Caster Level:7	My: null
Chool: Transmutation [Fire] Effect: Turn capafire into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental.	SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] rup to 5ft. on a side	Close (40 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7	My: null
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Chool: Transmutation [Water]	SR: No	Time 1 round Target: One Small Fin 1 round	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D]	Close (40 ft.)	V, S, M Caster Level:7 V, S, M	My: null
Chool: Transmutation [Fire] Effect: Turn capafire into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental.	SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] rup to 5ft. on a side	Close (40 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7	My: null
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation [Water]	SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D]	Close (40 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M	My: null
Chool: Transmutation [Fire] School: Transmutation [Fire] Effect: Turn campfire into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj	SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D]	Close (40 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M	My: null
□□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn camplife into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated ob	SR: No SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object	Close (40 ft.) Close (40 ft.) Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF	My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj	SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object	Close (40 ft.) Close (40 ft.) Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7	My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated ob) □□□□□□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities.	SR: No SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D]	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7	My: null My: null My: null My: null
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation Effect: Turn Small or smaller wooden item into animated objoint of the Wolf Chool: Transmutation Effect: You change into a wolf and gain some of its abilities. Chool: Transmutation Effect: You change into a wolf and gain some of its abilities.	SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object	Close (40 ft.) Close (40 ft.) Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S	My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□Aura Against Flame School: Abjuration	SR: No SR: No SR: No ject. SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D]	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7	My: null My: null My: null My: null
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation Effect: Turn Small or smaller wooden item into animated objoint of the Wolf Chool: Transmutation Effect: You change into a wolf and gain some of its abilities. Chool: Transmutation Effect: You change into a wolf and gain some of its abilities.	SR: No SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D]	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S	My: null My: null My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	SR: No SR: No SR: No ject. SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D]	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S	My: null My: null My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless)	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF	My: null My: null My: null My: null
Chool: Transmutation [Fire] Effect: Turn camplife into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation Effect: Turn Small or smaller wooden item into animated objoint Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. Chool: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. Chool: Apiration Effect: Papara School: Span Shan Shan Shan Shan Shan Shan Shan Sh	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7	My: null My: null My: null My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking Effect: Secrete a body-covering acid that damages attacking	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 Caster Level:7	My: null My: null My: null My: null My: null My: null
□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□Aura Against Flame School: Abjuration Effect: Seroe 10 fire damage/round and extinguishes fires. □□□□□Babau Slime School: Transmutation Effect: Seroete a body-covering acid that damages attacking	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF	My: null My: null My: null My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking Effect: Secrete a body-covering acid that damages attacking	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 Caster Level:7	My: null My: null My: null My: null My: null My: null
□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□Aura Against Flame School: Abjuration Effect: Seroe 10 fire damage/round and extinguishes fires. □□□□□Babau Slime School: Transmutation Effect: Seroete a body-covering acid that damages attacking	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7	My: null My: null My: null My: null My: null My: null
Chool: Transmutation [Fire] Effect: Turn campfire into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Chool: Transmutation Effect: Turn Small or smaller wooden item into animated object of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. Chool: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. Chool: Transmutation Effect: Secrete a body-covering acid that damages attacking Baast Claws School: Transmutation Effect: Your hands become slashing natural weapons.	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds	Close (40 ft.) Close (40 ft.) Touch Personal Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF	My: null My: null My: null My: null My: null My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□□□□□□Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless)	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting]	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) Gres. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) Gres. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ispores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Suplice the school property of the school o	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) Gres. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, XP Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: School: Transmutation Effect: Scerete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□□ Beget Bogun School: Conjuration (Creation) Effect: Conjuration (Creation)	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, SP	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□ Branch to Branch	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g toes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small File 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, XP Caster Level:7 V, S, M, XP	My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□□Aspect of the Wolf School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Touch target: Creature touc 1 standard action Target: Tiny construct	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, XP Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Incores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Serote a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in the firetity of the standard of	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Toreature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours Instantaneous 7 hours [D]	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, XP Caster Level:7 V, S, Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ispores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun School: Transmutation Effect: You create a Tiny nature servant. □□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in to proper the property of the Jungle	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: No rees and can brachiate through forest.	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Touch action Target: Touch action Target: Touch action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] rup to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous 1 7 hours [D]	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF	My: null
□□□□□Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□Aura Against Flame School: Abjuration Effect: Georete a body-covering acid that damages attacking □□□□□Beast Claws School: Transmutation Effect: Your hands become stashing natural weapons. □□□□□BeastIand Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□□Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□□Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in to purpose.	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Toreature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: You	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] rup to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous 1 7 hours [D]	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M, XP Caster Level:7 V, S, Caster Level:7	My: null
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□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Honores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Subject a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Subject fights without penaltry while disabled or dying □□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in tellowing manual transmutation Effect: You gain +10 competence bonus on limb checks in tellowing manual transmutation Effect: Transmutation	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: No rees and can brachiate through forest.	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construc 1 standard action Target: You 1 standard action Target: 40 ft radius, 2	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] rup to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 7 hours 7 minutes hed Instantaneous 1 7 hours [D]	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch Personal	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF	My: null
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□□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□ Aura Against Flame School: Abjuration Effect: Screete a body-covering acid that damages attacking □□□□□ Beast Claws School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject flights without penalty while disabled or dying □□□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in termination Effect: Fog makes poison and diseases harder to resist. □□□□□ Broath of the Jungle School: Transmutation Effect: Evocation	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: No rees and can brachiate through forest.	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: Vou 1 standard action Target: Vou 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 40 ft radius, 2	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed Instantaneous 7 hours [D] 7 minutes 0 ft. high	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch Medium (170 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun School: Conjuration (Creation) Effect: You gain +10 competence bonus on limb checks in tour procession of the Jungle School: Transmutation Effect: Underwater creatures rise to surface.	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) J foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No SR: No SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: You 1 immediate action Target: 7 willing creat	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed Instantaneous 7 hours [D] 7 minutes hed Instantaneous 9 minutes 10 ft. high 10 minutes [D]; see text here, no two of which are more than 20 ft. a	Close (40 ft.) Close (40 ft.) Touch Personal Touch Touch Touch Touch Touch Close (40 ft.) Close (40 ft.) Apart.	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 S, DF Caster Level:7	My: null My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Ignores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□ Beget Bogun School: Conjuration (Creation) Effect: You gain +10 competence bonus on limb checks in tour procession of the Jungle School: Transmutation Effect: Underwater creatures rise to surface.	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: Vou 1 standard action Target: Vou 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 40 ft radius, 2	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed Instantaneous 7 hours [D] 7 minutes 10 ft. high 7 minutes [D]; see text	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Touch Medium (170 ft.) Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 S, DF	My: null
□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□ Aura Against Flame School: Abjuration Effect: Honores 10 fire damage/round and extinguishes fires. □□□□ Babau Slime School: Transmutation Effect: School: Transmutation Effect: School: Transmutation Effect: Suplect a body-covering acid that damages attacking □□□□ Beast Claws School: Transmutation Effect: Suplect fights without penalty while disabled or dying □□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□ Breath of the Jungle School: Transmutation Effect: You gain +10 competence bonus on limb checks in tour competence in the servant of the Health of	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) J foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No SR: No SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: You 1 immediate action Target: 7 willing creat	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed Instantaneous 1 Thours [D] 7 minutes hed Instantaneous 1 Thours [D] 7 minutes 7 minutes hed Instantaneous 1 Thours [D] 7 minutes 0 ft. high 7 minutes [D]; see text tures, no two of which are more than 20 ft. a	Close (40 ft.) Close (40 ft.) Touch Personal Touch Touch Touch Touch Touch Close (40 ft.) Close (40 ft.) Apart.	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 S, DF Caster Level:7	My: null
□□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□ Aura Against Flame School: Abjuration Effect: Hores 10 fire damage/round and extinguishes fires. □□□□□ Babau Slime School: Transmutation Effect: Secrete a body-covering acid that damages attacking □□□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty while the school in t	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No DC: 15, Will negates; see text	Time 1 round Target: One Small Fin 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 7 willing creat 1 standard action	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] r up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed Instantaneous 1 Thours [D] 7 minutes hed Instantaneous 1 Thours [D] 7 minutes 7 minutes hed Instantaneous 1 Thours [D] 7 minutes 0 ft. high 7 minutes [D]; see text tures, no two of which are more than 20 ft. a	Close (40 ft.) Close (40 ft.) Touch Personal Touch Touch Touch Touch Touch Close (40 ft.) Close (40 ft.) Apart.	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S	My: null
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□□□□□ Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. □□□□□ Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. □□□□□ Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated obj □□□□□ Aspect of the Wolf School: Transmutation Effect: You change into a wolf and gain some of its abilities. □□□□□ Aura Against Flame School: Abjuration Effect: Incores 10 fire damage/round and extinguishes fires. □□□□□ Babau Slime School: Transmutation Effect: Screete a body-covering acid that damages attacking □□□□□ Beast Claws School: Transmutation Effect: Your hands become slashing natural weapons. □□□□□ Beastland Ferocity School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject fights without penalty while disabled or dying □□□□□ Beget Bogun School: Conjuration (Creation) Effect: You create a Tiny nature servant. □□□□□□ Branch to Branch School: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty in the competence of the school: Transmutation Effect: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty in the competence of the school: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty in the school: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty in the school: Transmutation Effect: You gain +10 competence bonus on limb checks in tour penalty in the school: Transmutation Effect: Calma Animals School: Enchantment (Compulsion) [Mind-Affecting] Effect: Calma 2d + 7 +1D of animals. □□□□□□ Calm Animals School: Transmutation	SR: No SR: No SR: No SR: No SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes. SR: No DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No DC: 15, Will negates; see text	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tou 1 standard action Target: You 1 standard action Target: Tiny construc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Tiny construc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 7 willing creat 1 standard action Target: 7 willing creat 1 standard action Target: Animals within	Duration Concentration, up to 7 rounds [D] e Concentration, up to 7 rounds [D] up to 5ft. on a side Concentration, up to 7 rounds [D] smaller wooden object 70 minutes [D] 7 rounds 7 minutes hed 1 Instantaneous 1 Thours [D] 7 minutes (D) 9 m	Close (40 ft.) Close (40 ft.) Touch Personal Touch Personal Touch Medium (170 ft.) Close (40 ft.) ppart. Close (40 ft.)	V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S	My: null RSRD: SpellsC.rtf
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		Druid Spe	5115			
Charm Animal	DC: 15, Will negates	1 standard action	7 hours	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level:7	
Effect: Makes one animal your friend.		1 standard action	7 rounds	Personal	V, S	My: null
School: Transmutation	SR: No	Target: You			Caster Level:7	
Effect: Your hands become weapons that deal 1d8 damage		1 standard action	7 minutes [D]	Touch	V, S, M	Margarit
School: Transmutation	DC: 15, Will negates (harmless) SR: No (harmless)	Target: Creature tout	• •	Touch	Caster Level:7	My: null
Effect: Touched creature gains increased climbing ability.	SA. No (Harriess)	rarget. Creature tout	cried		Caster Level.1	
□□□□□ Cloudburst		1 round	70 minutes [D]	Long (680 ft.)	V, S	My: null
School: Evocation [Water]	SR: No	Target: 100 ft. Radius	s emanation		Caster Level:7	
Effect: Hampers vision and ranged attacks, puts out norma Cold Fire	DC: 15, No (fire source) or Fortitude half	1 standard action	7 minutes [D] [fire source] or	Close (40 ft.)	V, S, DF	My: null
	(creature)					,
School: Transmutation [Cold] Effect: Fire bcomes blue and white, emits cold.	SR: No (fire source) or Yes (creature)	rarget: One fire sour	ce [up to a 20-ft cube] or one creature; see	text	Caster Level:7	
□□□□□ Crabwalk		1 standard action	7 minutes	Touch	V, S, M	My: null
School: Transmutation	SR: No	Target: Creature tout	ched		Caster Level:7	
Effect: Touched creature gains bonus while charging.	DC: 16, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
Cure Light Wounds School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature tout		roucii	Caster Level:7	попъ. орензоли
Effect: Cures 1d8+5 damage.	on. Tes (namicss), see text	rarget. Oreature tout	and a			
Deep Breath		1 immediate action	7 rounds	Personal	V	My: null
School: Conjuration (Creation) [Air]	SR: No	Target: You			Caster Level:7	
Effect: Your lungs are filled with air. Delay Disease	DC: 16, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	My: null
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature tour	ched		Caster Level:7	
Effect: Ravages of disease staved off for a day.		A star to take the	0	1 (000 (1)	V 0	DODD 0
Detect Animals or Plants	00.11	1 standard action	Concentration, up to 70 minutes [D]	Long (680 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Divination Effect: Detects kinds of animals or plants.	SR: No	Target: Cone-shaped	emanation		Caster Level:7	
Detect Snares and Pits		1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped	d emanation		Caster Level:7	
Effect: Reveals natural or primitive traps.	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature tout		rouon	v, s Caster Level:7	NOND. Openso-E.Iti
Effect: Exist comfortably in hot or cold environments.	5. 1. 100 (Hallingso)					
□□□□□ Enrage Animal		1 standard action	Concentration + 7 rounds	Medium (170 ft.)	V, S	My: null
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Animal rages like barbarian, not fatigued.	SR: Yes	Target: One animal			Caster Level:7	
Enect: Animal rages like barbanan, not ratigued.	DC: 15, Reflex partial; see text	1 standard action	7 minutes [D]	Long (680 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
School: Transmutation	SR: No	Target: Plants in a 40		, , ,	Caster Level:7	
Effect: Plants entangle everyone in 40-ftradius circle.						
LILL Faerie Fire		1 standard action	7 minutes [D]	Long (680 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation [Light] Effect: Outlines subjects with light, canceling blur, concealn	SR: Yes nent, and the like.	Target: Creatures an	d objects within a 5-ftradius burst		Caster Level:7	
□□□□ Foundation of Stone	,	1 standard action	7 rounds	Close (40 ft.)	V, S, DF	My: null
School: Transmutation [Earth]	SR: No	Target: 7 creatures, r	no two of which are more than 30 ft. apart		Caster Level:7	
Effect: +2 AC, +4 bonus to resist bull rush and trip attacks.		1 standard action	7 days	Touch	V, S, DF	RSRD: SpellsF-G.rtf
School: Transmutation	SR: Yes	Target: 2d4 fresh ber	•	Toucii	Caster Level:7	NOND. Opelisi -O.Iti
Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	SA. Tes	rarget. 204 flesif bei	nes toucheu		Caster Level.1	
□□□□□ Hawkeye		1 standard action	70 minutes [D]	Personal	V	My: null
School: Transmutation	SR: No	Target: You			Caster Level:7	
Effect learness seems increased by E00/ . E as Cost about						
Effect: Increase range increments by 50%, +5 on Spot che		10 minutes	24 hours	Close (40 ft.)	V, S	My: null
Effect: Increase range increments by 50%, +5 on Spot cher ————— Healthful Rest School: Conjuration (Healing)	DC: 16, Will negates (harmless) SR: Yes (harmless)		24 hours no two of which are more than 30 ft. apart	Close (40 ft.)	V, S Caster Level:7	My: null
Grant Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless)	Target: 7 creatures, r	no two of which are more than 30 ft. apart		Caster Level:7	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless)	Target: 7 creatures, r	no two of which are more than 30 ft. apart 70 minutes [D]	Close (40 ft.)	Caster Level:7 S, DF	My: null RSRD: SpellsH-L.rtf
Department Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless)	Target: 7 creatures, r	no two of which are more than 30 ft. apart 70 minutes [D]		Caster Level:7	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless)	Target: 7 creatures, r	no two of which are more than 30 ft. apart 70 minutes [D]		Caster Level:7 S, DF	
□□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□□ Horrible Taste School: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No	Target: 7 creatures, r 1 standard action Target: 7 creatures to	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes	Touch	Caster Level:7 S, DF Caster Level:7	RSRD: SpellsH-L.rtf
□□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes.	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o	no two of which are more than 30 ft. apart 70 minutes [D] suched 70 minutes bject touched	Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless)	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] suched 70 minutes bject touched 7 minutes [D]	Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M	RSRD: SpellsH-L.rtf
□□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o	no two of which are more than 30 ft. apart 70 minutes [D] suched 70 minutes bject touched 7 minutes [D]	Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null
□□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes sks.	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature touc 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] suched 70 minutes bject touched 7 minutes [D]	Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M	RSRD: SpellsH-L.rtf My: null
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature too	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes bject touched 7 minutes [D]	Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes sks.	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature touc 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes bject touched 7 minutes [D]	Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature tout 1 standard action Target: You	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D]	Touch Touch Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal □□□□ Jump School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che □□□□□ Longstrider School: Transmutation Effect: Increases your speed. □□□□□ Low-Light Vision School: Transmutation Effect: See twice as far as a human in poor illumination.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes SR: Yes (harmless)	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes bject touched 7 minutes [D] ched 7 hours [D]	Touch Touch Personal Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless)	Target: 7 creatures to 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Standard action Target: Standard action 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes bject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes	Touch Touch Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, M Caster Level:7 V, M Caster Level:7 V, S, DF	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal □□□□ Jump School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che □□□□□ Longstrider School: Transmutation Effect: Increases your speed. □□□□□ Low-Light Vision School: Transmutation Effect: See twice as far as a human in poor illumination.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes sks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes bject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes	Touch Touch Personal Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes sks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: 7 creatures to 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Standard action Target: Standard action 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes bject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes	Touch Touch Personal Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, M Caster Level:7 V, M Caster Level:7 V, S, DF	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal □□□□ Jump School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che □□□□ Longstrider School: Transmutation Effect: Increases your speed. □□□□ Low-Light Vision School: Transmutation Effect: See twice as far as a human in poor illumination. □□□ Magic Fang School: Transmutation Effect: One natural weapon of subject creature gets +1 one □□□□ Magic Stone School: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: 7 creatures to 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creature	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes beject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes 2 touched 30 minutes or until discharged	Touch Touch Personal Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal □□□□□ Jump School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che □□□□□ Longstrider School: Transmutation Effect: See twice as far as a human in poor illumination. Effect: See twice as far as a human in poor illumination. □□□□□ Magic Fang School: Transmutation Effect: One natural weapon of subject creature gets +1 on: □□□□□ Magic Stone School: Transmutation Effect: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: 7 creatures, 1 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creature 1 standard action Target: Living creature	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes beject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes 2 touched 30 minutes or until discharged	Touch Touch Personal Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf
□□□□ Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. □□□ Hide from Animals School: Abjuration Effect: Animals can't perceive 7 subjects. □□□□ Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal □□□□ Jump School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che □□□□ Longstrider School: Transmutation Effect: Increases your speed. □□□□ Low-Light Vision School: Transmutation Effect: See twice as far as a human in poor illumination. □□□ Magic Fang School: Transmutation Effect: One natural weapon of subject creature gets +1 one □□□□ Magic Stone School: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: 7 creatures, 1 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touch 1 standard action Target: You 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action Target: Up to three p 1 standard action	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched	Touch Touch Touch Personal Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. Hides from Animals School: Abjuration Effect: Animals cant perceive 7 subjects. Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Hides: Su	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) stack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage.	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Up to three p 1 standard action Target: Up to three p 1 standard action Target: Cloud spread	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 minutes are touched 30 minutes or until discharged ebbles touched 7 minutes ls in 20-ft. radius from you, 20 ft. high	Touch Touch Personal Touch Touch Touch 20 ft.	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) mage. SR: No	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes	Touch Touch Touch Personal Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, F	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate. Hides from Animals School: Abjuration Effect: Animals cant perceive 7 subjects. Horrible Taste School: Transmutation Effect: Touched creature or object nauseates biting or swal Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Horrible Taste School: Transmutation Effect: Subject gets +20 enhancement bonus on Jump che Hides: Su	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) stack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage.	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Up to three p 1 standard action Target: Up to three p 1 standard action Target: Cloud spread	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 minutes are touched 30 minutes or until discharged ebbles touched 7 minutes ls in 20-ft. radius from you, 20 ft. high	Touch Touch Personal Touch Touch Touch 20 ft.	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) mage. SR: No	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 minutes are touched 30 minutes or until discharged ebbles touched 7 minutes ls in 20-ft. radius from you, 20 ft. high	Touch Touch Personal Touch Touch Touch 20 ft.	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, F	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spreact 1 round Target: You	no two of which are more than 30 ft. apart 70 minutes [D] suched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous	Touch Touch Personal Touch Touch Touch Touch Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No SR: No C: 15, Will negates (harmless, object) SR: No	Target: 7 creatures to 1 standard action Target: Creature to 1 standard action Target: Living creature to 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: You 1 standard action Target: Standard action Target: You 1 standard action Target: 7 creatures to 1	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes beject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] puched	Touch Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) mage. SR: No DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: 7 creatures to 1 standard action Target: Creature tou 1 standard action Target: Creature tou 1 standard action Target: Creature tou 1 standard action Target: You 1 standard action Target: Creature tou 1 standard action Target: Living creature tou 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: 7 creatures to 1 standard action Target: 1 st	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes bject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] puched 7 minutes [D]	Touch Touch Personal Touch Touch Touch Touch Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No SR: No C: 15, Will negates (harmless, object) SR: No	Target: 7 creatures, 1 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Living creature 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Tound Target: You 1 standard action Target: Tound Target: You 1 standard action Target: Tound Target: Toreatures to 1 standard action Target: Tound Target: Tound Target: Tound Target: Tound Target: Tound Target: Tound	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] buched 7 minutes	Touch Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) CC: 15, Will negates (harmless, object) SR: Yes (harmless, object) nage. SR: No SR: No SR: No DC: 15, Will negates (harmless) SR: Yes (harmless, object) SR: Yes (harmless)	Target: 7 creatures to 1 standard action Target: Creature to 1 standard action Target: Living creature to 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Target: Targe	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes bject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] puched 7 minutes [D]	Touch Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) mage. SR: No DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: 7 creatures, 1 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Living creature 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Tound Target: You 1 standard action Target: Tound Target: You 1 standard action Target: Tound Target: Toreatures to 1 standard action Target: Tound Target: Tound Target: Tound Target: Tound Target: Tound Target: Tound	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] buched 7 minutes	Touch Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) CC: 15, Will negates (harmless, object) SR: Yes (harmless, object) nage. SR: No SR: No SR: No DC: 15, Will negates (harmless) SR: Yes (harmless, object) SR: Yes (harmless)	Target: 7 creatures to 1 standard action Target: Creature to 1 standard action Target: Living creature to 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Target: Targe	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] buched 7 minutes	Touch Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Touch	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No SR: No SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless)	Target: 7 creatures, r 1 standard action Target: 7 creatures to 1 standard action Target: Creature or o 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Flame in you 1 standard action Target: Flame in you 1 standard action Target: Flame in you 1 standard action Target:	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 hours ched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] buched 7 minutes Instantaneous 7 hours [D] buched 7 minutes [D] r palm 1 minute	Touch Touch Touch Personal Touch Touch Touch Touch Touch Oft.	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No SR: No SR: No SR: Yes (harmless) SR: Yes (harmless)	Target: 7 creatures, rarget: 1 standard action Target: 7 creature to the standard action Target: Living creature to the standard action Target: Up to three p 1 standard action Target: Cloud spreadures to the standard action Target: You 1 standard action Target: You 1 standard action Target: T creatures to the standard action Target: T creatures to the standard action Target: T creatures to the standard action Target: Standard action Target: Standard action Target: 1 standard action Target: 1 standard action Target: You	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes bject touched 7 minutes [D] ched 7 hours ched 7 hours ched 7 minutes er touched 30 minutes or until discharged ebbles touched 7 minutes ls in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] puched 7 minutes [D] puched 7 minutes [D] puched 7 minutes [D] puched 7 minutes [D] r palm 1 minutes	Touch Touch Touch Touch Touch Touch Touch Touch Touch Oft. Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf My: null My: null My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: No SR: No SR: No SR: No SR: No SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: No C: 15, Will negates (harmless) SR: No C: 15, Will negates (harmless) SR: Yes (harmless)	Target: 7 creatures to 1 standard action Target: Creature to 0 1 standard action Target: Creature to 0 1 standard action Target: Creature to 0 1 standard action Target: You 1 standard action Target: Living creature to 0 1 standard action Target: Living creature to 0 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: To creatures to 1 standard action Target: Flame in you 1 standard action Target: You 1 standard Action Target	no two of which are more than 30 ft. apart 70 minutes [D] buched 70 minutes biject touched 7 minutes [D] ched 7 hours ched 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes ls in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] buched 7 minutes 1 minutes 1 minutes 7 minutes 1 minutes 7 minutes 7 minutes 1 minutes 7 minutes	Touch Touch Touch Personal Touch Touch Touch Touch Touch Oft.	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf My: null
Healthful Rest School: Conjuration (Healing) Effect: Subjects heal at twice the normal rate.	DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No lowing foes. DC: 15, Will negates (harmless) SR: Yes cks. SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No SR: No SR: No SR: No SR: Yes (harmless) SR: Yes (harmless)	Target: 7 creatures, rarget: 1 standard action Target: 7 creature to the standard action Target: Living creature to the standard action Target: Up to three p 1 standard action Target: Cloud spreadures to the standard action Target: You 1 standard action Target: You 1 standard action Target: T creatures to the standard action Target: T creatures to the standard action Target: T creatures to the standard action Target: Standard action Target: Standard action Target: 1 standard action Target: 1 standard action Target: You	no two of which are more than 30 ft. apart 70 minutes [D] puched 70 minutes biject touched 7 minutes [D] ched 7 hours [D] 7 hours ched 7 minutes re touched 30 minutes or until discharged ebbles touched 7 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 7 hours [D] puched 7 minutes 1 minutes	Touch Touch Touch Touch Touch Touch Touch Touch Touch Oft. Personal	Caster Level:7 S, DF Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7	RSRD: SpellsH-L.rtf My: null RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf My: null RSRD: SpellsM-O.rtf RSRD: SpellsM-O.rtf My: null RSRD: SpellsP-R.rtf My: null My: null My: null

Effect: 120 ft to subject's burrow appeal		Diala Opc	2110			
Effect: +20 ft. to subject's burrow speed. Remove Scent School: Transmutation	DC: 15, Will negates SR: Yes	1 standard action Target: Creature touch	70 minutes	Touch	V, S, M Caster Level:7	My: null
Effect: Hides touched creatures scent. Resist Planar Alignment	DC: 15, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	My: null
School: Abjuration Effect: Subject can resist penalties for being an opposed ali		Target: Creature touch			Caster Level:7	
School: Evocation Effect: You fire hot sand that deals 1d6 nonlethal damage, s	DC: 15, Reflex half SR: Yes stuns enemies.	1 standard action Target: 10 ft. radius by	Instantaneous urst centered on you	10 ft.	V, S, DF Caster Level:7	My: null
School: Transmutation	DC: 15, Will negates (object) SR: Yes (object)	1 standard action Target: One touched it	7 minutes nonmagical oak club or quarterstaff	Touch	V, S, DF Caster Level:7	RSRD: SpellsS.rtf
Effect: Cudgel or quarterstaff becomes +1 weapon dealing o			1 minute	Medium (170 ft.)	V, S, M/DF	My: null
School: Transmutation [Fire] Effect: Fires burn twice as long.	SR: No	Target: 30-ft-radius sp			Caster Level:7	
School: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: One allied cre	Instantaneous ature	Close (40 ft.)	V, S, M/DF Caster Level:7	My: null
Effect: Subject immediately makes one attack. Snowshoes School: Transmutation Effect: Subject walks easily on ice and snow.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch	7 hours [D] hed	Touch	V, S Caster Level:7	My: null
School: Divination	SR: No	1 standard action Target: You	7 minutes	Personal	V, S Caster Level:7	RSRD: SpellsS.rtf
Effect: You can communicate with animals. School: Conjuration (Summoning)	SR: No	1 round Target: One summone	7 rounds [D] ed creature	Close (40 ft.)	V, S, DF Caster Level:7	RSRD: SpellsS.rtf
Effect: Calls creature to fight. Surefooted Stride		1 standard action	7 minutes	Personal	V, S	My: null
School: Transmutation Effect: You can move over rubble as easily as you can over		Target: You			Caster Level:7	
School: Evocation [Electricity] Effect: Small lightning bolts deal 1 damage per round.	DC: 15, Reflex negates; see text SR: Yes	1 standard action Target: One creature	7 rounds	Close (40 ft.)	V, S, M Caster Level:7	My: null
School: Transmutation Effect: Creature moves faster but can't attack.	DC: 15, Will negates SR: Yes	1 standard action Target: Animal or mag	7 hours gical beast touched	Touch	V, S Caster Level:7	My: null
School: Conjuration (Creation) [Air] Effect: Column of wind lifts you aloft.	SR: No	1 swift action Target: You	Instantaneous	Personal	V, S, M Caster Level:7	My: null
Conjuration (Healing) Effect: Creature heals 1 hp per round [max 15 rounds].	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Living creature	17 rounds [max 15] e touched	Touch	V, S Caster Level:7	My: null
School: Divination	SR: No	1 swift action Target: You	1 round	Personal	V, DF Caster Level:7	My: null
Effect: You can sneak attack plant creatures for 1 round. "" Wall of Smoke School: Conjuration (Creation)	DC: 16, Fortitude partial; see text SR: No	1 standard action Target: A straight wall	7 rounds whose area is up to one 70-ft. square [S]	Close (40 ft.)	V, S Caster Level:7	My: null
Effect: Wall of black smoke obscures vision and nauseates UUUUU Wings of the Sea School: Transmutation	those who pass through. DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch	7 minutes hed	Touch	S, M Caster Level:7	My: null
Effect: +30 ft. to subject's swim speed. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 15, Fortitude negates SR: Yes	1 standard action Target: One creature	Instantaneous	Close (40 ft.)	V, S Caster Level:7	My: null
Effect: Creature takes 1d6 cold damage and is fatigued. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: No	1 standard action Target: See text	7 hours	Close (40 ft.)	V, S, DF Caster Level:7	My: null
Effect: Nature spirit does simple tasks for you.	5,1,1,10	LEVEL 2	າ		G0007 20701.7	
Name	Save Information	Time	Duration	Range	Comp.	Source
Animal Messenger School: Enchantment (Compulsion) [Mind-Affecting]	DC: 16, None; see text SR: Yes	1 standard action Target: One Tiny anin	7 days nal	Close (40 ft.)	V, S, M Caster Level:7	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place. Animal Trance	DC: 16, Will negates; see text	1 standard action	Concentration	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting, Sonic] Effect: Fascinates 2d6 HD of animals. Barkskin	SR: Yes	1 standard action	agical beasts with Intelligence 1 or 2 70 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Grants +3 enhancement to natural armor.	SR: Yes (harmless)	Target: Living creature	e touched		Caster Level:7	
School: Transmutation Effect: Subject gains +4 to Con for 7 minutes.	DC: 16, Will negates (harmless) SR: Yes	1 standard action Target: Creature touch	7 minutes hed	Touch	V, S, DF Caster Level:7	RSRD: SpellsA-B.rtf
Bull's Strength	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch	7 minutes hed	Touch	V, S, M/DF Caster Level:7	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 7 minutes. Cat's Grace School: Transmutation	DC: 16, Will negates (harmless) SR: Yes	1 standard action Target: Creature touch	7 minutes	Touch	V, S, M Caster Level:7	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 7 minutes.	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (40 ft.)	V, S, DF	RSRD: SpellsC.rtf
School: Transmutation [Cold] Effect: Cold metal damages those who touch it.	SR: Yes (object)	Target: Metal equipme 175 lbs of metal	ent of 3 creatures, no two of which can be n	nore than 30 ft. apart; or	Caster Level:7	
School: Conjuration (Healing) Effect: Stops poison from harming subject for 7 hours.	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch	7 hours hed	Touch	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
School: Abjuration [Fire]	DC: 16, Reflex half; see text SR: Yes	10 minutes Target: Object touche	Permanent until discharged [D] d	Touch	V, S, M Caster Level:7	RSRD: SpellsF-G.rtf
Effect: Opened object deals 1d4+7 fire damage. Charles Blade School: Evocation [Fire]	SR: Yes	1 standard action Target: Sword-like bea	7 minutes [D] am	0 ft.	V, S, DF Caster Level:7	RSRD: SpellsF-G.rtf
Effect: Touch attack deals 1d8 +3 fire damage. Graph Flaming Sphere School: Evocation (Fire)	DC: 16, Reflex negates SR: Yes	1 standard action Target: 5-ftdiameter	7 rounds sphere	Medium (170 ft.)	V, S, M/DF Caster Level:7	RSRD: SpellsF-G.rtf
Effect: Creates rolling ball of fire, 2d6 damage, lasts 7 round School: Conjuration (Creation) Effect: Fog obscures vision.	ss. SR: No	1 standard action Target: Fog spreads in	70 minutes n 20-ft. radius, 20 ft. high	Medium (170 ft.)	V, S Caster Level:7	RSRD: SpellsF-G.rtf
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* =Domain/Speciality Spell

		Diala Op	Olio			
□□□□□ Gust of Wind	DC: 16, Fortitude negates	1 standard action	1 round	60 ft.	V, S	RSRD: SpellsF-G.rtf
School: Evocation [Air]	SR: Yes	Target: Line-shaped range	d gust of severe wind emanating out from yo	u to the extreme of the	Caster Level:7	
Effect: Blows away or knocks down smaller creatures.	DC: 46 Will nameter (abinet)	4 -4	7 de	Class (40 ft)	V C DE	DCDD, CII-II I -#
□□□□□ Heat Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (40 ft.)	V, S, DF	RSRD: SpellsH-L.rtf
School: Transmutation [Fire]	SR: Yes (object)	Target: Metal equip 175 lb. of metal, all	ment of 3 creatures, no two of which can be of which must be within a 30-ft. circle	more than 30 ft. apart;	or Caster Level:7	
Effect: Make metal so hot it damages those who touch it. ————— Hold Animal	DC: 16, Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	V, S	RSRD: SpellsH-L.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal		modium (17 o ili)	Caster Level:7	rtorto. oponor Lita
Effect: Paralyzes one animal for 7 rounds.	SA. Tes	rarget. One animal			Caster Level.1	
DDDDDOwl's Wisdom	DC: 16, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes	Target: Creature to	uched		Caster Level:7	
Effect: Subject gains +4 to Wis for 7 minutes.						
Reduce Animal		1 standard action	7 hours [D]	Touch	V, S	RSRD: SpellsP-R.rtf
School: Transmutation	SR: No	Target: One willing	animal of Small, Medium, Large, or Huge siz	:e	Caster Level:7	
Effect: Shrinks one willing animal.						
□□□□□ Resist Energy	DC: 16, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:7	
Effect: Ignores first 20 points of damage/attack from speci						
Restoration, Lesser	DC: 17, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:7	
Effect: Dispels magical ability penalty or repairs 1d4 ability	/ damage.					
□□□□□ Soften Earth and Stone		1 standard action	Instantaneous	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation [Earth]	SR: No	Target: 70 ft. square	e; see text		Caster Level:7	
Effect: Turns stone to clay or dirt to sand or mud.	DC: 16, Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	RSRD: SpellsS.rtf
Spider Climb	, , ,			Toucii		NonD. openso.ru
School: Transmutation	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:7	
Effect: Grants ability to walk on walls and ceilings. Summon Nature's Ally II		1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No		e creatures, no two of which can be more that	` '	Caster Level:7	rtorto, oponocirti
Effect: Calls creature to fight.	SA. NO	rarget. One of mon	e creatures, no two or which can be more tha	ан эо н. аран	Caster Level.1	
□□□□□Summon Swarm		1 round	Concentration + 2 rounds	Close (40 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No	Target: One swarm	of bats, rats, or spiders		Caster Level:7	·
Effect: Summons swarm of bats, rats, or spiders.	J. 1.10	rargot. One onam	or bato, rato, or opiacio		Odolor Zovom	
□□□□□ Tree Shape		1 standard action	7 hours [D]	Personal	V, S, DF	RSRD: SpellsT-Z.rtf
School: Transmutation	SR: No	Target: You			Caster Level:7	
Effect: You look exactly like a tree for 7 hours.		,				
□□□□□ Warp Wood	DC: 16, Will negates (object)	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsT-Z.rtf
School: Transmutation	SR: Yes (object)	Target: 7 Small woo	oden objects, all within a 20-ft. radius		Caster Level:7	
Effect: Bends wood [shaft, handle, door, plank].						
□□□□□ Wood Shape	DC: 16, Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
School: Transmutation Effect: Rearranges wooden objects to suit you.	SR: Yes (object)	Target: One touche	d piece of wood no larger than 17 cu. ft.		Caster Level:7	
		LEVEL	. 3			
N	Once Information	-	B		A	

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Call Lightning	DC: 17, Reflex half	1 round	7 minutes	Medium (170 ft.)	V, S	RSRD: SpellsC.rtf
School: Evocation [Electricity] Effect: Calls down 7 lightning bolts over duration [3d6 per b	SR: Yes olt] from sky; 3d10 in outdoors stormy area.	Target: One or more	30-ftlong vertical lines of lightning		Caster Level:7	
Cure Moderate Wounds	DC: 18, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing) Effect: Cures 2d8+7 damage.	SR: Yes (harmless); see text	Target: Creature tou	ched		Caster Level:7	
□□□□□ Daylight		1 standard action	70 minutes [D]	Touch	V, S	RSRD: SpellsD-E.rtf
School: Evocation [Light] Effect: 60-ft. radius of bright light.	SR: No	Target: Object touch	ed		Caster Level:7	
Diminish Plants		1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsD-E.rtf
School: Transmutation Effect: Reduces size or blights growth of normal plants.	SR: No	Target: See text			Caster Level:7	
Dominate Animal	DC: 17, Will negates	1 round	7 rounds	Close (40 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject animal obeys silent mental commands.	SR: Yes	Target: One animal			Caster Level:7	
□□□□□Magic Fang, Greater	DC: 17, Will negates (harmless)	1 standard action	7 hours	Close (40 ft.)	V, S, DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless)	Target: One living cr	eature		Caster Level:7	
Effect: One natural weapon of subject creature gets +1 on a	attack and damage rolls.	1 standard action	70 minutes	Personal	V. S. DF	RSRD: SpellsM-O.rtf
Meld into Stone	00 N		70 minutes	reisoliai	, -,	ROND. Spellsivi-O.Iti
School: Transmutation [Earth] Effect: You and your gear merge with stone.	SR: No	Target: You			Caster Level:7	
□□□□□Neutralize Poison	DC: 18, Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
School: Conjuration (Healing)	SR: Yes (harmless, object)	Target: Creature or o	object of up to 7 cu. ft. touched		Caster Level:7	
Effect: Immunizes subject against poison, detoxifies venom	in or on subject.			_		
□□□□□ Plant Growth		1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsP-R.rtf
School: Transmutation	SR: No	Target: See text			Caster Level:7	
Effect: Grows vegetation, improves crops. Poison	DC: 17, Fortitude negates; see text	1 standard action	Instantaneous: see text	Touch	V. S. DF	RSRD: SpellsP-R.rtf
School: Necromancy	SR: Yes	Target: Living creatu	ire touched		Caster Level:7	
Effect: Touch deals 1d10 Con damage, repeats in 1 minute						
□□□□□ Protection from Energy	DC: 17, Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature tou	ched		Caster Level:7	
Effect: Absorb 84 points of damage from one kind of energy Quench	DC: 17, None or Will negates (object)	1 standard action	Instantaneous	Medium (170 ft.)	V, S, DF	RSRD: SpellsP-R.rtf
School: Transmutation	SR: No or Yes (object)		s [S] or one fire-based magic item	, , , , , , , , , , , , , , , , , , , ,	Caster Level:7	.,
Effect: Extinguishes nonmagical fires or one magic item.	22	/go / _co i oubc	- (-)		230.0. 2010/	
□□□□□ Remove Disease	DC: 18, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature tou	ched		Caster Level:7	
Effect: Cures all diseases affecting subject.		1 standard action	7 rounds	Long (680 ft.)	V. S. M/DF	RSRD: SpellsS.rtf
Sets / Carrier (Capation) (Cald	CD: No		r rounds	Long (ood it.)		NoND. opeliso.rti
School: Conjuration (Creation) [Cold] Effect: Hampers vision and movement.	SR: No	Target: Cylinder 40			Caster Level:7	
Snare		3 rounds	Until triggered or broken	Touch	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation	SR: No	Target: Touched nor	nmagical circle of vine, rope, or thong with a	2 ft. diameter + 2 ft./le	vel Caster Level:7	
Effect: Creates a magic booby trap.			-			
□□□□□ Speak with Plants		1 standard action	7 minutes	Personal	V, S	RSRD: SpellsS.rtf
School: Divination Effect: You can talk to normal plants and plant creatures.	SR: No	Target: You			Caster Level:7	
□□□□□ Spike Growth	DC: 17, Reflex partial	1 standard action	7 hours [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation Effect: Creatures in area take 1d4 damage, may be slowed	SR: Yes	Target: 7 20-ft. squa	res		Caster Level:7	
5,		* =Domain/Speciality	Spell			

action Instant	taneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
one or stone object	touched, up to 17 cu. ft.		Caster Level:7	
7 round	ds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
e or more creatures	s, no two of which can be more than 3	30 ft. apart	Caster Level:7	
action 14 hou	ırs; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
ring creatures touch	ned		Caster Level:7	
action 7 round	ds	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
all up to 70 ft. long a	and 35 ft. high [S]		Caster Level:7	
oi oi oi oi oi	7 roun e or more creature action 14 hou ng creatures touch action 7 roun	ne or stone object touched, up to 17 cu. ft. 7 rounds [D] e or more creatures, no two of which can be more than 3 action 14 hours; see text ng creatures touched	ne or stone object touched, up to 17 cu. ft. 7 rounds [D] Close (40 ft.) e or more creatures, no two of which can be more than 30 ft. apart action 14 hours; see text Touch ng creatures touched action 7 rounds Medium (170 ft.)	ne or stone object touched, up to 17 cu. ft. 7 rounds [D] Close (40 ft.) V, S, DF e or more creatures, no two of which can be more than 30 ft. apart Caster Level:7 action 14 hours; see text Touch V, S, M/DF Caster Level:7 action 7 rounds Medium (170 ft.) V, S, M/DF

LEVEL 4

Second Parameterion Art Center (Perchannel (Supplement or an air stood) (prime of 45-depres supplement or an air stood) (prime or air stood			LEVEL	4			
Second Transmission Jeff Constant Jeff Jeff Constant Jeff Constant Jeff Constant Jeff Jeff Constant Jeff Con		Save Information					
Standard action To minute D 10 t. V. S. DF RSRD. Spells-Burt Standard action To minute D 10 t. V. S. DF RSRD. Spells-Burt Standard action To minute D 10 t. V. S. DF RSRD. Spells-Burt Target: 10-tradius emantiation, centered on you Caster Level?	□□□□ Air Walk		1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
	School: Transmutation [Air] Effect: Subject treads on air as if solid [climb at 45-degree a		Target: Creature [Gar	rgantuan or smaller] touched		Caster Level:7	
	□□□□□ Antiplant Shell		1 standard action	70 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsA-B.rtf
DC 14, Forthus half; see text	School: Abjuration	SR: Yes	Target: 10-ftradius e	emanation, centered on you		Caster Level:7	
	Effect: Keeps animated plants at bay.						
	□□□□□ Blight	DC: 18, Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsA-B.rtf
	School: Necromancy	SR: Yes	Target: one plant/plar	nt-creature		Caster Level:7	
Effect: Subject moves normally despite impediments. Service S	□□□□□ Command Plants	DC: 18, Will negates	1 standard action	7 days	Close (40 ft.)	V	RSRD: SpellsC.rtf
	School: Transmutation	SR: Yes	Target: Up to 14 HD	of plant creatures, no two of which can be me	ore than 30 ft. apart	Caster Level:7	
Service Transmission (Wester) Fifter Rates or tower bodies of water. Caster Level (Commission Wounds of the Commission		DO 40 Nove 4 4	A store to a booting	70 1 101	1 (000 %)	V 0 M/DE	DODD 0 . II 0 . If
					Long (680 ft.)		RSRD: SpellsC.rtf
		SR: No	Target: Water in a vo	lume of 70 ft by 70 ft by 14 ft [S]		Caster Level:7	
		DC: 40 Will half (harmlane), and faut	4 -4	I	Tarret	V C	DCDD: C== =C=#
Effect: Cruces 3d8rf dramage. I standard action Instantaneous Medium (170 ft.) V, S RSRD: SpellsD-Erfl		, , , , , , , , , , , , , , , , , , , ,			rouch		KSKD: SpellsC.ftl
	School: Conjuration (Healing) Effect: Cures 3d8+7 damage.	SR: Yes (harmless); see text	Target: Creature touc	ched		Caster Level:7	
Effect Cancels magical spells and effects. Caster Levek7	□□□□□ Dispel Magic		1 standard action	Instantaneous	Medium (170 ft.)	V, S	RSRD: SpellsD-E.rtf
I standard action Instantaneous Medium (170 ht.) V, S, DF RSRD: SpellsF-G.rtf School: Kevoation Fire SR: Yes Target: Cylinder 10 SR: Yes Target: Vour or sture to Unded SR: Yes Target: Vour or sture to Vour of which can be more than 30 ft. apart Caster Level?	School: Abjuration	SR: No	Target: One spellcast	ter, creature, or object; or 20-ftradius burst		Caster Level:7	
School: Evocation [Fire] SR: Yes Target: Cylinder 10 Caster Level:7 Caster Level:7 Cas	Effect: Cancels magical spells and effects.						
Effect Shinle fores with divine fire for 766 damage. Caster Level.7 Freedom of Movement DC: 18, Will negates (harmless) 1 standard action 70 minutes Personal or fouch Caster Level.7	□□□□□ Flame Strike	DC: 18, Reflex half	1 standard action	Instantaneous	Medium (170 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
School: Abjuration School: Transmutation I full round Long (680 ft.) V, S, M/DF RSRD: SpellsF-G.rff School: Effect: Tunns centipedes, scorpions, or spiders into giant vermin.	School: Evocation [Fire] Effect: Smite foes with divine fire for 7d6 damage.	SR: Yes	Target: Cylinder 10			Caster Level:7	
Effect: Subject moves normally despite impediments. 1 standard action 7 minutes Close (40 ft.) V, S, DF RSRD: SpellsF-G.rtf School. Transmutation SR: Yes 7arget: Up to three vermin, no two of which can be more than 30 ft. apart Caster Level:7 School. Transmutation SR: Yes Target: Optional part of the vermin of the	□□□□□ Freedom of Movement	DC: 18, Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
School: Transmutation School: Scho	School: Abjuration	SR: Yes (harmless)	Target: You or creatu	ire touched		Caster Level:7	
School: Transmutation SR: Yes Target: Up to three vermin, no two of which can be more than 30 ft. apart Caster Level:7 I standard action 1 full round Long (680 ft.) V. S. M/DF RSRD: SpellsH-L.rtf School: Evocation [Cold] SR: Yes Target: Cylinder 20 Caster Level:7 Effect: Hail deals 5d6 damage in cylinder 40 ft. across. DC: 18, None; see text 10 minutes Instantaneous Touch V. S. M, DF RSRD: SpellsP-R.rtf School: Transmutation SR: Yes (harmless) Target: Dead creature touched Caster Level:7 Effect: Bings dead subject back in a random body. Caster Level:7 Effect: Inspects, spiders, and other vermin stay 10 ft. away. Caster Level:7 Effect: Inspects, spiders, and other vermin stay 10 ft. away. Caster Level:7 School: Transmutation SR: No Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the couched point] or one ferrous creature Effect: Vour touch corrodes iron and alloys. Caster Level:7 Effect: Your touch corrodes iron and alloys. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Effect: Spels on subject from a distance. Caster Level:7 Caster Level:7 Caster Level:7 Effect: Coreatures in area take 148 damage, may be slowed. 1 round 7 rounds [D] Close (40 ft.) V, S, DF RSRD: SpellsS.rtf School: Conjuration (Summon) Nature's Ally IV School: Conjuration (Summon) Nature's Ally IV School: Conjuration (Summon) Nature's Ally IV	Effect: Subject moves normally despite impediments.						
Effect: Turns centipedes, scorpions, or spiders into giant vermin	□□□□□Giant Vermin		1 standard action	7 minutes	Close (40 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation Cold SR: Yes Target: Cylinder 20 SR: Yes Target: Dead creature touched SR: Yes SR: SpellsP-R:rff School: Transmutation SR: Yes (harmless) Target: Dead creature touched Tou	School: Transmutation	SR: Yes	Target: Up to three ve	ermin, no two of which can be more than 30	ft. apart	Caster Level:7	
School: Evocation [Cold] SR: Yes Target: Cylinder 20 Caster Level:7 Effect: Hail deals 566 damage in cylinder 40 ft. across. Caster Level:7 Effect: Brings dead subject back in a random body. Caster Level:7 Effect: Brings dead subject back in a random body. Caster Level:7 Effect: Brings dead subject back in a random body. Caster Level:7 Effect: Brings dead subject back in a random body. Caster Level:7 Effect: Insects, spiders, and other vermin stay 10 ft. away. Caster Level:7 Effect: Insects, spiders, and other vermin stay 10 ft. away. Caster Level:7 Effect: Insects, spiders, and other vermin stay 10 ft. away. Caster Level:7 Effect: Transmutation SR: Yes Target: 10 ft. radius emanation centered on you Caster Level:7 Effect: Transmutation SR: No Target: One nonmagical ferrous object for the volume of the object within 3 ft. of the Caster Level:7 Caster Level:7 Effect: Your touch corrodes iron and alloys. Caster Level:7 Effect: Spies on subject from a distance. Caster Level:7 Effect: Spies on subject from a distance. Caster Level:7 Effect: Spies on subject from a distance. Caster Level:7 Effect: Spies on subject from a distance. Caster Level:7 Effect: Spies on subject from a distance. Caster Level:7 Effect: Creatures in area take 1d8 damage, may be slowed. Caster Level:7 Caster Level:7 Effect: Creatures in area take 1d8 damage, may be slowed. Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7		rmin.					
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.	LILILI Ice Storm		1 standard action	1 full round	Long (680 ft.)	V, S, M/DF	RSRD: SpellsH-L.rtf
Reincarnate DC: 18, None; see text 10 minutes Instantaneous Touch V, S, M, DF RSRD: SpellsP-R.rtf School: Transmutation SR: Yes (harmless) Target: Dead creature touched Caster Level:7 Repel Vermin DC: 18, None or Will negates; see text 1 standard action Target: 10 ft. radius e-manation centered on you Caster Level:7 School: Abjuration SR: Yes Target: 10 ft. radius e-manation centered on you Caster Level:7 RSRD: SpellsP-R.rtf School: Abjuration SR: Yes Target: 10 ft. radius e-manation centered on you Caster Level:7 RSRD: SpellsP-R.rtf School: Transmutation SR: No Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the country or none ferrous creature Caster Level:7 Caster Level:7 Effect: Your touch corrodes iron and alloys. Target: Magical sensor Target: Magical sensor Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7 Effect: Spells P-R.rtf School: Transmutation SR: Yes Target: Magical sensor Target: 7 20-ft. squares Caster Level:7		SR: Yes	Target: Cylinder 20			Caster Level:7	
School: Transmutation SR: Yes (harmless) Target: Dead creature touched Caster Level.7 Repel Vermin SR: Yes (harmless) Target: 10 ft. radius emanation centered on you Caster Level.7 Effect: history, spiders, and other vermin stay 10 ft. away. Rusting Grasp School: Transmutation SR: No Target: 10 ft. radius emanation centered on you Caster Level.7 School: Transmutation SR: No Target: 10 ft. radius emanation centered on you Caster Level.7 RSRD: SpellsP-R.rtf School: Transmutation SR: No Target: 10 ft. radius emanation centered on you Caster Level.7 RSRD: SpellsP-R.rtf School: Transmutation School: Transmutation SR: No Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the caster Level.7 Caster Level.7 Effect: Your touch corrodes iron and alloys. Caster Level.7 RSRD: SpellsP-R.rtf Target: Magical sensor Caster Level.7 RSRD: SpellsS.rtf School: Transmutation (Scrying) Fifect: Spells Strones Caster Level.7 School: Transmutation (Earth) SR: Yes Target: 7 20-ft. squares Caster Level.7 RSRD: SpellsS.rtf School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level.7	ŭ ,	DC: 40 Name: and task	40	I	Tarret	V C M DE	DCDD: Carllan D at
Effect: Brings dead subject back in a random body.					rouch		KSKD: SpellSP-K.ftl
Repel Vermin School: Abjuration SR: Yes Target: 10 ft. radius emanation centered on you Caster Level: 7		SR: Yes (harmless)	Target: Dead creature	e touched		Caster Level:7	
School: Abjuration SR: Yes Target: 10 ft. radius emanation centered on you Caster Level.7 Caster Level.7 School: Transmutation See text Touch V, S, DF RSRD: SpellsP-R.rtf School: Transmutation See text Touch V, S, DF RSRD: SpellsP-R.rtf School: Transmutation See text Touch V, S, M/DF, F RSRD: SpellsP-R.rtf School: Transmutation Serving Octivation (Scrying) SR: Yes Target: Magical sensor Caster Level.7 Caster Level.7 SRD: SpellsS.rtf School: Transmutation (Scrying) SR: Yes Target: Magical sensor Caster Level.7 Caster Level.7 SRD: SpellsS.rtf School: Transmutation (Scrying) SR: Yes Target: Nagical sensor Caster Level.7 Caster Level.7 SRD: SpellsS.rtf School: Transmutation (Earth) School: Transmutation (Earth) School: Transmutation (Earth) SR: Yes Target: 7 20-ft. squares Caster Level.7 Caster Level.7 SRD: SpellsS.rtf School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level.7		DC: 18 None or Will negates: see text	1 standard action	70 minutes [D]	10 ft	V S DE	RSRD: SnellsP-R rtf
Effect: Insects, spiders, and other vermin stay 10 ft. away.	·	<u> </u>			1016.		NOND. Opensi Teru
I standard action See text Touch V, S, DF RSRD: SpellsP-R.rtf School: Transmutation SR: No Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the Caster Level:7 I Scripting School: Divination (Scrying) School: Divination (Scrying) SCHOOL: Divination (Scrying) SCHOOL: Transmutation SR: Yes Target: Magical sensor Target: Magical sensor Target: Magical sensor Target: Touch volume of the object within 3 ft. of the Caster Level:7 Caster Level:7 RSRD: SpellsP-R.rtf Target: Magical sensor Target: Magical sensor Touch V, S, DF RSRD: SpellsS.rtf RSRD: SpellsP-R.rtf RSRD: S		SR: Tes	rarget: 10 ft. radius e	emanation centered on you		Caster Level:1	
School: Transmutation SR: No Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature Effect: Your touch corrodes iron and alloys. DC: 18, Will negates 1 hour 7 minutes See text V, S, M/DF, F RSRD: SpellsS.rtf School: Divination (Scrying) SR: Yes Target: Magical sensor Caster Level:7 Effect: Spies on subject from a distance. DC: 18, Reflex partial 1 standard action 7 hours [D] Medium (170 ft.) V, S, DF RSRD: SpellsS.rtf School: Transmutation (Earth) School: Transmutation (Earth) SR: Yes Target: 7 20-ft. squares Caster Level:7 Effect: Creatures in area take 1d8 damage, may be slowed. 1 round 7 rounds [D] Close (40 ft.) V, S, DF RSRD: SpellsS.rtf School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7			1 standard action	See text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
touched point] or one ferrous creature Caster Level:7 Caster Level:7		SR: No					.,
Effect: Your touch corrodes iron and alloys.	CONOCI. Transmittation	0/1.110	touched point] or one	ferrous creature	or main one or the	Odolei Level.i	
School: Privination (Scrying) SR: Yes Target: Magical sensor Caster Level.7 Effect: Spies on subject from a distance. School: Transmutation [Earth] School: Transmutation [Earth] School: Transmutation [Earth] SR: Yes Target: 7 20-ft. squares Caster Level.7 Caster Level.7 RSRD: SpellsS.rtf Target: 7 20-ft. squares Caster Level.7 Caster Level.7 Caster Level.7 Caster Level.7 Caster Level.7 Caster Level.7 School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level.7	Effect: Your touch corrodes iron and alloys.						
School: Divination (Scrying) SR: Yes Target: Magical sensor Target: Magical sensor To hours [D] Medium (170 ft.) V, S, DF RSRD: SpellsS.rtf School: Transmutation [Earth] SR: Yes Target: 7 20-ft. squares Target: 7 20-ft. squares Caster Level:7 Caster Level:7 RSRD: SpellsS.rtf Target: 7 20-ft. squares Target: 7 20-ft. squares Caster Level:7 Caster Level:7 School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7	□□□□□ Scrying	DC: 18, Will negates	1 hour	7 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf
Spike Stones C: 18, Reflex partial 1 standard action 7 hours [D] Medium (170 ft.) V, S, DF RSRD: SpellsS.rtf School: Transmutation [Earth] SR: Yes Target: 7 20-ft. squares Caster Level:7 Caster Level:7 Close (40 ft.) V, S, DF RSRD: SpellsS.rtf Tround 7 rounds [D] Close (40 ft.) V, S, DF RSRD: SpellsS.rtf RSRD: SpellsS.rtf Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7 RSRD: SpellsS.rtf Caster Level:7	School: Divination (Scrying) Effect: Spies on subject from a distance.	SR: Yes	Target: Magical sense	or		Caster Level:7	
School: Transmutation (Earth) SR: Yes Target: 7 20-ft. squares Caster Level:7 Effect: Creatures in area take 1d8 damage, may be slowed. Close (40 ft.) V, S, DF RSRD: SpellsS.rtf School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7		DC: 18, Reflex partial	1 standard action	7 hours [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsS.rtf
Effect: Creatures in area take 1d8 damage, may be slowed. DDDDDSummon Nature's Ally IV 1 round 7 rounds [D] Close (40 ft.) V, S, DF RSRD: SpellsS.rtf School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7	School: Transmutation [Earth]	SR: Yes	Target: 7 20-ft, square	es		Caster Level:7	
Conjuration (Summon Nature's Ally IV 1 round 7 rounds [D] Close (40 ft.) V, S, DF RSRD: SpellsS.rtf	Effect: Creatures in area take 1d8 damage, may be slowed.		. J oqual				
School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level:7	□□□□□ Summon Nature's Ally IV		1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
3	School: Conjuration (Summoning)	SR: No	Target: One or more	creatures, no two of which can be more than	30 ft. apart	Caster Level:7	
	Effect: Calls creature to fight.		•		•		

^{* =}Domain/Speciality Spell

Spellbook: Prepared Spells Druid

Level 0
□Create Water (DC:)
□Resistance (DC:14)

Level 1
□Entangle (DC:15)
□Produce Flame (DC:)

Aiven Green			
	Strongheart Halfling		
	RACE		
	32		
	ĀĢE		
	Male		
	GENDER		
	VISION		
	Neutral Good		
	ALIGNMENT		
	Right		
	DOMINANT HAND		
	3' 2"		
	HEIGHT		
	36 lbs.		
	WEIGHT		
	Brown		
	EYE COLOUR		
	Tanned, Dirty SKIN COLOUR		
	Skin Colour Croop Dishaualad		
	Green, Disheveled		
	HAIR		
	PHOBIAS		
	, PERSONALITY TRAITS		
	PERSONALITY TRAITS		
	INTERESTS		
	SPOKEN STYLE / CATCH PHRASE		
	RESIDENCE		
	LOCATION		
	The Chondalwood		
	REGION		

Description: Biography:

Notes:
Character Sheet Notes: