

1d8+1

	Oil (1 Pint Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
	0	i i ilic i lask)		Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 f	t.	40	ft.	50	ft.
TH	+5	+3	+1		-1	1	-	3
Dam	1d6	1d6	1d	6	1c	16	10	d6
Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to								

HAND TYPE SIZE CRITICAL REACH Longsword M 19-20/x2 Carried To Hit o Hit Dam 1H-P 1d8+2 2W-P-(OH) 1d8+2 1H-0 2W-P-(OL) 1d8+1 1d8+2

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2H

Special Properties: Strength bonus to damage

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.

1d8+3

2W-OH

	EQUIPM			/
ITEM		LOCATION	QTY	WT / COST
Forest's Whisper Strength bonus to damage		Equipped	1	3 / 600
Ring of Sustenance		Equipped	1	0 / 2,500
This ring continually provides its weare	er with life-sustaining i		1	0/0
Outfit (Explorer's)		Equipped	1	8 / 0 5 / 2,000
Handy Haversack 56.5 lbs., 3 Spellbook, 2 Scroll Case, 1 R	ope (Silk/50 ft.). 1 Arti:	Equipped san's Tools (Bows/Mast	•	•
(Books/Masterwork), 1 Bedroll, 1 Blank (Common), 1 Mug or Tankard (Clay), 5 1 Waterskin (Filled)	et (Winter), 5 Candle,	5 Chalk (1 Piece), 1 Ink	(1 oz. Via	ıl), 1 Inkpen, 1 Lamp
Spellbook		Handy	3	3 (9) / 15 (45)
Scroll Case		Haversack Handy	2	0.5 (1) / 1 (2)
oci oli case		Haversack	2	0.5 (1) / 1 (2)
Dibs., 10 Parchment (Sheet)		Scroll Case	10	0 (0) / 0.2 (2)
Parchment (Sheet)			10	
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst		Handy Haversack	1	5 / 10
Artisan's Tools (Bows/M	asterwork)	Handy	1	5 / 55
Artisan's Tools (Books/N	(actorical)	Haversack Handy	1	5 / 55
Artisan's Tools (Books/N	nasterwork)	Haversack	'	5 / 55
Bedroll		Handy	1	5 / 0.1
		Haversack		- /
Blanket (Winter)		Handy Haversack	1	3 / 0.5
Candle		Handy	5	0 (0) / 0 (0.1)
0000		Haversack		. (.,, . (,
Increases light level (5') for 1 hr.Durati	on: 1 hr., Increases lig			0 (0) (0 (0 4)
Chalk (1 Piece)		Handy Haversack	5	0 (0) / 0 (0.1)
Ink (1 oz. Vial)		Handy	1	0/8
		Haversack		·
Inkpen		Handy	1	0 / 0.1
Lamp (Common)		Haversack Handy	1	1 / 0.1
Lamp (Common)		Haversack	•	. ,
Bright illumination (15'), shadowy illun Shadowy Illumination: 30 ft.	nination (30'), 6 hr./pir	ntBright Illumination: 1	ft., Dur	ation: 6 hr./pint,
Mug or Tankard (Clay)		Handy	1	1 / 0
. , , ,		Haversack		
Oil (1 Pint Flask)		Handy Haversack	5	1 (5) / 0.1 (0.5)
ביים ביים ביים ביים ביים ביים ביים ביים	round action to prepar			
Sealing Wax	ourid decion to prepar	Handy	1	1 / 1
c / II \		Haversack	_	4 (2) (0.5 (4)
Soap (per lb.)		Handy Haversack	2	1 (2) / 0.5 (1)
Rations (Trail/Per Day)		Handy	10	1 (10) / 0.5 (5)
		Haversack		. ,, . , ,
Waterskin (Filled)		Handy	1	4 / 1
		Haversack	1	2/5
Spell Component Pouch		Equipped	1	2/5
Belt Pouch		Equipped Carried	1	0.5 / 1
Longsword TOTAL WEIGHT CARRI	ED //ALLIE	22.5 lbs.		4 / 15
			5,30	7.4gp
	WEIGHT ALL			
Light 66	Medium			leavy 200
Lift over head 200	Lift off ground		Push /	Drag 1000
	MONE			
		otal= 0 gp [Unspe	nt Fur	nds = 222.58 gp
	MAGI	C		
	Langua	ges		
Azlanti, Celestial			me, Sv	lvan
	Other Comp			

Other Companions

Traits

Focused Mind

[Paizo Inc. - Advanced Player's Guide, p.329]

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

Rich Parents

[Paizo Inc. - Advanced Player's Guide, p.330]

You were born into a rich family, perhaps even the nobility. Your starting cash increases to 900 gp.

Special Qualities

Arcane Bond (Su) [Paizo Inc. - Core Rulebook, p.78]

You have selected to establish a powerful arcane bond with an object.

Arcane School [Paizo Inc. - Core Rulebook]

Bonded Object

[Paizo Inc. - Core Rulebook, p.78]

Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Cantrips [Paizo Inc. - Core Rulebook, p.79]

You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Conjuration School

Keen Senses (Ex)

You have chosen to specialize in conjuration spells.

Elven Immunities (Ex) [Paizo Inc. - Core Rulebook, p.22]

Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) [Paizo Inc. - Core Rulebook, p.22]

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Illusion Opposition School [Paizo Inc. - Core Rulebook, p.78]

You have chosen illusion spells as an opposition school. Preparing an illusion spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an illusion spell as a prerequisite.

Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Necromancy Opposition School

[Paizo Inc. - Core Rulebook, p.78]

[Paizo Inc. - Core Rulebook, p.22]

[Paizo Inc. - Core Rulebook, p.80]

You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Weapon Familiarity (Ex)

[Paizo Inc. - Core Rulebook, p.22]

Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Feats

Craft Wondrous Item

[Paizo Inc. - Core Rulebook, p.120]

You can create wondrous items, a type of magic item.

You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Weapon Focus (Longbow)

[Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scribe Scroll

[Paizo Inc. - Core Rulebook, p.132]

You can create magic scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

Wizard Spells

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

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Margin M						
Company		· · · · · · · · · · · · · · · · · · ·		Instantaneous	close (50 ft.)	CR.p.239
Company	Arcane Mark	Universal	1 standard action		Touch	CR:p.244
Margin Security State Anther State Security State					Medium (130 ft.)	CR:p.263
Modern M					,	5p.=55
Company Comp			-			CR:p.264
Maj March Tourne region Security Maj March Maj March Maj March Maj	· ·					CR:p.267
March An accordance of sequence of this called Affect Note of the content of the process						
March Part of tight (MPC) The carrier occase a part of tight. (MPC) Clark Cl					Close (30 ft.)	CR:p.268
March Marc	[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You do				Close (30 ft.)	CR:p.284
Mode			1	20	Taurah	CD 204
Comparison Com			i Standard action	30 minutes	Touch	Ск.р.304
With Media Tion or looked of tools 18, IFFACT This spell reason demograded conservations of the Media (Tables) and the Media (Tables) (Tables) (Media (Tables)	□□□□ Mage Hand	Transmutation			Close (30 ft.)	CR:p.306
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March Message					1016.	CK.p.512
Dispending Dis	□□□□ <u>Message</u>	Transmutation, AirSchool [Language-Dep			Medium (130 ft.)	CR:p.313
No. of Tablett Townstrongung on 20 Stote, or parted that can be operated at closes. PERTC Pack and operate the Carbon Special College (1987). We presented (1987) to 1987. Presiding interest on 1987. Presiding interest on 20 Stote (1987). We presented (1987) to 1987. Presiding interest on 20 Stote (1987). We presented (1987) to 1987. Presiding interest on 20 Stote (1987) to 1987. Presiding interest			1 standard action	Instantaneous	Close (30 ft)	CR·n 317
Comparison University Comparison University Comparison University Comparison Com						
No. 3 ModeT. See New Perch. Presing graters are minor risk that notice speciations rule for protects. (Skich). CE1, See New J. Lancadard action Insurance Congress (Birth) Ce2, 200	negates (object)]					
Care Dec				==:	- 120	J. 11 P. 12 E J
Cap 2 Cap				Instantaneous	Close (30 ft.)	CR:p.330
NS 51 TARGET: You and decipler magical incorptions on object—brokes, souths, weapons, and the like—the would offerwise be uniformity. NS MORT TARGET Creature touched: EFFECT: You imbuse the subject with magical seriety that protects is from himm quarting at 1 recisions. No MORT TARGET Creature touched: EFFECT: You imbuse the subject with magical seriety that protects is from himm quarting at 1 recisions. No MORT TARGET Creature touched: EFFECT: You imbuse the subject with magical seriety that protects is from himm quarting at 1 recision. Name School ISW Target Touches that the subject EFFECT: Springer faminable objects. ERV tree (objects) ECI4 / Formuse negates (objects) Name School ISW Target Touches that the subject EFFECT: Springer normalized ammunition or conjuration (Summerolity). Name School Isw Target Touches that the subject is the subject of the subject of the subject is the subject of the s				30 minutes	Personal	CR:p.330
N. MORT MARET: Creature touches. EFFECT: You inhubus the select with margical energy that protects in from harm, guarting it a ril restrictance horse on sease. [Skt/ve (harmless). DC14, Willinequare (harmless). DC14,						
Display Spark Procession Freschool		·				CR:p.334
Name						APG:p.246
Name School Simple Source (Common So	The state of the s	object); DC: 14, Fortitude negates (object)]				
Name School Simple Source (Common So	I F	/FI 1 / Per Day·3+1	/ Caster I	evel·3		
N.S. MPD TARGET: One container touched: #FFECE: Replaces normagical ammunition every round, (SRNo) 1 round 3 minutes D Close (30 ft.) CRp. 275		•			Range	Source
Comparation Framework Fr						
N.S. MI NARGET: One humanoid creature. EFFECT: This spell causes instant growth of a humanoid creature. doubling its health and undoubling it is standard action. N.S. MI TARGET: One mount EFFECT: You summon alight horse or a pury four undoubling its health and undoubling its health and undoubling its health and undoubling it is tandard action. N.S. MI TARGET: One involvable its fortuned aways throw or be staggered for 1 round. (ISENN) CDC15; Fortunde par		· · · · · · · · · · · · · · · · · ·	1 standard action	3 minutes		UC:p.222
NS, MI TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SRxho DC:15, See text] Windows Standard action Standard actio	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical an	nmunition every round. [SR:No]			Close (30 ft.)	
Distance Standard action	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical an Enlarge Person	nmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heigh	1 round ght and multiplying its	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg	gates]	CR:p.277
your possession. [SR:No] Conjuration (Creation) [Force] 1 standard action 3 hours [D] Touch CRp.306	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical an Image Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant graduler and second s	nmunition every round. [SR:No] Transmutation owth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation)	1 round ght and multiplying its 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg	gates]	CR:p.277
No. 5 TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, proxiding at a Ammor brounds to AC. (SRN:to. DC:15, Will negates (harmless))	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant grade of the second secon	nmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) tolid surface with a layer of slippery grease. [SR	1 round ght and multiplying its 1 standard action t:No; DC :15, See text]	3 minutes [D] weight by 8. [SR :Yes; DC :15, Fortitude ned 3 minutes [D]	gates] Close (30 ft.)	CR:p.277
Standard action Instantaneous Medium (130 ft.) CRp.309 V.S. TARGET: Up to five creatures, no two of which can be more than 15 ft. apart. EFFECT. "missiles what do 144+1 damage each. SR-No! Townd 6 hours [D] Close (30 ft.) CRp.315	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell causes instant good to the spell of the spell	munition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) tolid surface with a layer of slippery grease. [SR Divination	1 round ght and multiplying its 1 standard action t:No; DC:15, See text] 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D]	gates] Close (30 ft.) 60 ft.	CR:p.277 CR:p.291 CR:p.299
V. S. TARGET: One mount, EFFECT: Vou summon a light horse or a pony (your choice) to serve you as a mount. (SR.No)	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant grades are spelled; and the spelled are spelled as the spelled are spe	munition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance	1 round ght and multiplying its 1 standard action ti:No; DC:15, See text] 1 standard action cement bonus on Spe	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti	gates] Close (30 ft.) 60 ft. ies and command words of magic	CR:p.277 CR:p.291 CR:p.299 items in
	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the s	munition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) roll dsurface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rce surrounds the subject of a mage armor spe	1 round ght and multiplying its 1 standard action 1:No; DC:15, See text] 1 standard action cement bonus on Spe 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg minutes [D] 9 rounds [D] lcraft checks made to identify the properti minutes [D] or bonus to AC. [SR:No; DC:15, Will negate	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)]	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306
Standard action 1 standard action 3 minutes D 20 ft. CRp.317 V.S TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring, all sight, including darkvision, beyond 5 feet. SR:NO] Instantaneous Touch CRp.343 V.S TARGET: Creature or object touched; EFFECT: Your successful melee touch attack deals 3d6 points of electricity whetals. SR:No] Instantaneous Close (30 ft.) POTN:p.26 V.S TARGET: Creature or object touched; EFFECT: Your conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball Conjuration (Creational) [Cold, Water] 1 standard action Instantaneous Close (30 ft.) POTN:p.26 V.S. TARGET: One ball of ice and snow; EFFECT: Your conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 3d6 points of cold damage on a successful hit, and the target must make a successful frottloude saving throw or be staggered for I round. SR:No) CIts, Fortitude partiall Tournation (Summonning) 1 round 3 rounds D Close (30 ft.) CRp.350 V.S. FIDENTIAL Conjuration (Summonning) 1 round 3 rounds D Close (30 ft.) CRp.350 V.S. M. TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. SR:No) It Standard action Shours Close (30 ft.) CRp.364 V.S. M. TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. SR:No) V.S. M. TARGET: One invisible, mindless, shapeless form your hand and speeds to its target dealing 2d4 points of actid damage. SR:No) V.S. M. TARGET: One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. SR:No) V.S. M. TARGET: One arrow of acid; EFFECT: A flame, equivalent in brightness to a torch, springs fort	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant good of the container of th	munition every round. [SR:No] Transmutation owth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rce surrounds the subject of a mage armor spe Evocation [Force]	1 round ght and multiplying its 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg minutes [D] 9 rounds [D] lcraft checks made to identify the properti minutes [D] or bonus to AC. [SR:No; DC:15, Will negate	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)]	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306
N. S) TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. SR:No	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gives the second of the second o	rmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rec surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage econjuration (Summoning)	1 round ght and multiplying its 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 4 standard action 4 standard action 5 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] llcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch is (harmless)] Medium (130 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309
V. S. TARGET: Creature or object touched; EFFECT: You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 3d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round, [SR:No; DC:15, Fortitude partial] Summon Monster I Conjuration (Summon ([V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth and the spell causes instant growth growth and the spell causes instant growth and the spell causes instant growth	mmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhand Conjuration (Creation) [Force] rcc surrounds the subject of a mage armor spe Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) our choice] to serve you as a mount. [SR:No]	1 round ght and multiplying its 1 standard action it:No; DC :15, See text] 1 standard action cement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action acth. [SR :Yes] 1 round	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315
Conjuration (Creation) [Cold,Water] 1 standard action Instantaneous Close (30 ft.) POTN:p.26 [V.5] TARGET: One ball of ice and snow; EFFECT: You conjure a bill of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 3d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No:) DC:15, Fortitude partial]	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the	munition every round. [SR:No] Transmutation owth of a humanoid creature, doubling its heic Conjuration, EarthSchool (Creation) olidi surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rce surrounds the subject of a mage armor spe Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) our choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur	1 round ght and multiplying its 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315
target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No; DC:15, Fortitude partial] N. S. F./DE] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No] N. S. M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No] Name	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the	rmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) loid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor specific spec	1 round ght and multiplying its 1 standard action 1 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft.	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315
Conjuration (Summoning) 1 round 3 rounds [D] Close (30 ft.) CR:p.350	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth and the spell causes in a spell cause in spell causes in spell c	rmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heic Conjuration, EarthSchool (Creation) stolid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rece surrounds the subject of a mage armor spece Evocation [Force] eart; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) pur choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) itsy, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSchen, attack deals 3d6 points of electricity damage.	1 round ght and multiplying its 1 standard action t:No; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action teach. [SR:Yes] 1 round 1 standard action ring all sight, including 10 standard action . [SR:Yes]	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317
V, S, F/D TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. SR:No	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes instant gradients of the spell tauses of the spell tauses instant gradients of the spell tauses of the	munition every round. [SR:No] Transmutation owth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) olid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] orce surrounds the subject of a mage armor spece conjuration (Summoning) our choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch th attack deals 3d6 points of electricity damage Conjuration (Creation) [Cold,Water] the and snow that you can throw at a single targe	1 round ght and multiplying its 1 standard action t:No; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action each. [SR:Yes] 1 round 1 standard action ring all sight, including 101 standard action . [SR:Yes] 1 standard action . [SR:Yes]	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch Es (harmless)] Medium (130 ft.) Close (30 ft.) Touch Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26
V, S, M TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. SR:No	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes in gradients of the spell causes instant gradients of the spell causes instant gradients of the spell causes in gradients of	rmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) iolid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) our choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch that tack deals 3d6 points of electricity damage Conjuration (Creation) [Cold,Water] is and snow that you can throw at a single targ und. [SR:No; DC:15, Fortitude partial]	1 round ght and multiplying its 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 1 standard action 2 [SR:Yes] 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 sta	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous Instantaneous	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch se (harmless)] Medium (130 ft.) Close (30 ft.) Touch Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the
Name School Acid Arrow Conjuration, EarthSchool (Creation) [Acid] 1 standard action 2 rounds Long (520 ft.) CR:p.239 [V, S, M, F] TARGET: One arrow of acid; EFFECT: A flame, equivalent in brightness to a torch, springs from an object that you touch. [SR:No] [V, S, M, DE] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No] [V, S, M, DE] TARGET: You or a creature or object weighing no more than 300 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:16, Will negates (harmless) or Will negates (harmless, object)] [V] TARGET: One door, box, or chest with an area of up to 30 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No] [V] TARGET: One summon Monster II Conjuration, AirSchool, EarthSchool, FireSc1 round 3 rounds [D] Medium (130 ft.) CR:p.352 [V, S, F/PoF] TARGET: Webs in a 20-ftradius Spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:16, Reflex negates; see text]	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes instant gradients of the spell tauses of the spell tauses and gradients of the spell tauses of the spell t	munition every round. [SR:No] Transmutation conth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) colid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] cree surrounds the subject of a mage armor spe Evocation [Force] cart; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) conjuration (Summoning) conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch attack deals 3d6 points of electricity damage Conjuration (Creation) [Cold,Water] ce and snow that you can throw at a single targ und. [SR:No) [C:15, Fortitude partial] Conjuration (Summoning) extraplanar creature. [SR:No]	1 round ght and multiplying its 1 standard action t:No; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action each. [SR:Yes] 1 round 1 standard action ring all sight, including 101 standard action 1 round	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous attack. The snowball deals 3d6 points of co	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch Es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350
Name School Time Duration Range Source Conjuration, EarthSchool (Creation) [Acid] 1 standard action 2 rounds Long (520 ft.) CR:p.239 [V, S, M, F] TARGET: One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No] Continual Flame Evocation [Light] 1 standard action Permanet Touch CR:p.260 [V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No] Illusion (Glamer) 1 standard action 3 minutes [D] Personal or touch CR:p.301 [V, S, M]/DET TARGET: You or a creature or object weighing no more than 300 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object)] Name N	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M/DF] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes instant gradients of the spell tauses instant gradients. Spell tauses instant gradients of the spell tauses instant gradients. Spell tauses as det your possession. [SR:No] IV, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as det your possession. [SR:No] IV, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of for gradients. Spell tauses in the spell tauses. Spell tauses in the spell tauses in taus	munition every round. [SR:No] Transmutation cowth of a humanoid creature, doubling its heig Conjuration, EarthSchool (Creation) colid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] cree surrounds the subject of a mage armor spe Evocation [Force] cart; EFFECT: 2 missiles that do 1d4+1 damage ec Conjuration (Summoning) conjuration, WaterSchool (Creation) conjuration, WaterSchool (Creation) cisty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch at attack deals 3d6 points of electricity damage Conjuration (Creation) [Cold, Water] ce and Snow that you can throw at a single targ und. [SR:No; DC:15, Fortitude partial] Conjuration (Summoning) extraplanar creature. [SR:No] Conjuration (Creation)	1 round ght and multiplying its 1 standard action 1:No; DC:15, See text] 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 round 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous attack. The snowball deals 3d6 points of co	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch Es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350
*Acid Arrow Conjuration, EarthSchool (Creation) [Acid] 1 standard action 2 rounds Long (520 ft.) CR:p.239	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M/DF] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes instant gradients of the spell tauses instant gradients. Spell tauses instant gradients of the spell tauses instant gradients. Spell tauses as det your possession. [SR:No] IV, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as det your possession. [SR:No] IV, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of for gradients. Spell tauses in the spell tauses. Spell tauses in the spell tauses in taus	rmunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heic Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] arcs surrounds the subject of a mage armor speculate Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage econjuration (Summoning) sour choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSchen attack deals 3d6 points of electricity damage Conjuration (Creation) [Cold,Water] see and snow that you can throw at a single targund, [SR:No; DC:15, Fortitude partial] Conjuration (Summoning) extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for	and an	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous entack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours nple tasks at your command. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch Es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350
V, S, M, F] TARGET: One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. SR:No	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the content of the co	remunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) olidid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rece surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) our choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalScheth attack deals 3d6 points of electricity damage Conjuration (Creation) ice and snow that you can throw at a single targund. [SR:No; DC:15, Fortitude partial] Conjuration (Summoning) extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for SEL 2 / Per Day: 2+1	1 round ght and multiplying its 1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 cree that performs sin	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 4 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous attack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours apple tasks at your command. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch ies (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch Close (30 ft.) ild damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350
[V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No] Invisibility	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the content of the co	remunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] rece surrounds the subject of a mage armor spe Evocation [Force] rart; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) pour choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch thattack deals 3d6 points of electricity damage Conjuration (Creation) [Cold,Water] the and snow that you can throw at a single targ und. [SR:No; DC:Is, Fortitude partial] Conjuration (Summoning) extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for VEL 2 / Per Day: 2+1 School	and an	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous stack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours inple tasks at your command. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364
Illusion (Glamer) 1 standard action 3 minutes [D] Personal or touch CR:p.301 [V, S, M/DF] TARGET: You or a creature or object weighing no more than 300 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object)] Medium (130 ft.) CR:p.303 [V] TARGET: One door, box, or chest with an area of up to 30 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No] Summon Monster II Conjuration, AirSchool, EarthSchool, FireSchl round 3 rounds [D] Close (30 ft.) CR:p.352 [V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No] Web Conjuration (Creation) [WoodSchool] 1 standard action 3 minutes [D] Personal or touch CR:p.303 Personal or touch CR:p.303 Instantaneous; see text Medium (130 ft.) CR:p.303 VS.p.303 A minutes [D] Personal or touch CR:p.303 Personal or touch CR:p.303 Instantaneous; see text Medium (130 ft.) CR:p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.304 VS.p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.303 VS.p.304 VS.p.303 VS.p.303 VS.p.304 VS.p.303 VS.p.304 VS.p.303	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the spell causes instant gradients of the spell target in the spell causes instant gradients. IV, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers as a spell target in the spell functions as detayour possession. [SR:No] IV, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detayour possession. [SR:No] IV, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of for the spell function of the	remunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSchot that deals 3d6 points of elertricity damage Conjuration (Creation) [Cold, Mater] the and snow that you can throw at a single targund, [SR:No; DC:15, Fortitude partial] conjuration (Summoning) extraplanar creature. [SR:No] Conjuration (Creation) extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for School Conjuration, EarthSchool (Creation) [Acid your hand and speeds to its target dealing 2d4	1 round ght and multiplying its 1 standard action itsino; DC:15, See text] 1 standard action cement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action rach, [SR:Yes] 1 round 1 standard action ring all sight, including not standard action (.SR:Yes) 1 standard action et as a ranged touch a 1 round 1 standard action cree that performs sin Caster L Time 1 standard action points of acid damag	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous 3 rounds [D] 3 hours hiple tasks at your command. [SR:No] Level:3 Duration 2 rounds e. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 300 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:16, Will negates (harmless) or Will negates (harmless, object)] \(\) \	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth and the spell causes in growth	ramunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSchich attack deals 3d6 points of electricity damage Conjuration (Creation) ister and snow that you can throw at a single targund. [SR:No; DC:15, Fortitude partial] conjuration (Summoning) in extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for School Conjuration, EarthSchool (Creation) [Acid your hand and speeds to its target dealing 2d4 Evocation [Light]	1 round ght and multiplying its 1 standard action two; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action tement bonus on Spe 1 standard action action 1 standard action tach. [SR:Yes] 1 round 1 standard action ting all sight, including tool standard action ting all sight, including tool standard action tool standard action t standard action 1 standard action t standard action t standard action t standard action orce that performs sin / Caster L Time 1 standard action points of acid damag 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous 3 rounds [D] 3 hours hiple tasks at your command. [SR:No] Level:3 Duration 2 rounds e. [SR:No]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364
Instantaneous; see text Medium (130 ft.) CR:p.303 V TARGET: One door, box, or chest with an area of up to 30 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. SR:No	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth and the spell causes in growth	ramunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) isolid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spece Evocation [Force] art; EFFECT: 2 missiles that do 1d4+1 damage econjuration (Summoning) our choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSchich attack deals 3d6 points of electricity damage Conjuration (Creation) ice and snow that you can throw at a single targund. [SR:No] Conjuration (Summoning) in extraplanar creature. [SR:No] Conjuration (Creation) en servant is an invisible, mindless, shapeless for Serve your and and speeds to its target dealing 2d4 Evocation [Light] a torch, springs forth from an object that you is a strong for the firm and and speeds to its target dealing 2d4 Evocation [Light]	1 round ght and multiplying its 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 1 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 cost action 6 cost action 7 cost action 7 cost action 8 cost action 8 cost action 8 cost action 8 cost action 9 cost action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 4 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous attack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours apple tasks at your command. [SR:No] Level:3 Duration 2 rounds e. [SR:No] Permanent	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Close (30 ft.) Touch	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.315 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364
V TARGET: One door, box, or chest with an area of up to 30 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No] Close (30 ft.) CR:p.352 V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No] Web Conjuration (Creation) WoodSchool 1 standard action 30 minutes [D] Medium (130 ft.) V, S, M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:16, Reflex negates; see text]	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M/DF] TARGET: One humanoid creature; EFFECT: This spell causes instant gradients of the content of the	Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Conjuration, EarthSchool (Creation) Solidi surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] Tree surrounds the subject of a mage armor spece spece surrounds the subject of a mage armor spece surround (Summoning) For conjuration (Summoning) For conjuration, WaterSchool (Creation) Transmutation (Sammoning) Transmutation (Sammoning) Transmutation (Summoning) Transmu	1 round ght and multiplying its 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 6 standard action 7 caster 1 7 round 1 standard action 6 standard action 7 caster 1 7 rime 1 standard action 7 cast 1 standard action 8 standard action 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Level:3 Duration 2 rounds e. [SR:No] Permanent 3 minutes [D]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Touch Personal or touch	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.307 CR:p.317 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.364 CR:p.364 CR:p.364
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No] Conjuration (Creation) [WoodSchool] 1 standard action 30 minutes [D] Medium (130 ft.) CR:p.368 [V, S, M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:16, Reflex negates; see text]	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growing the spell of the spell causes instant growing the spell of the spell causes instant growing the spell target in the spell causes instant growing the spell of the spell causes instant growing the spell of the spell causes instant growing the spell of the spell causes instant growing the spell causes in growing in growing the spell causes in growing in growing the spell causes in growing in growing in growing the spell causes in growing in growing in growing the spell causes in growing i	Transmutation Exercise with a layer of slippery grease. [SR Divination Transmutation Transmut	1 round ght and multiplying its 1 standard action two; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action ell, providing a +4 arm 1 standard action act. [SR:Yes] 1 round 1 standard action ring all sight, including not standard action (SR:Yes] 1 standard action as a ranged touch a 1 round 1 standard action orce that performs sin / Caster L Time 1 standard action points of acid damag 1 standard action points of acid damag 1 standard action touch. [SR:No] 1 standard action comes invisible. [SR:Yes	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous attack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours half tasks at your command. [SR:No] Level:3 Duration 2 rounds e. [SR:No] Permanent 3 minutes [D] es (harmless) or yes (harmless, object); DC	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch ies (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Personal or touch Personal or touch 16, Will negates (harmless) or Will	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.317 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.239 CR:p.260 CR:p.301
Conjuration (Creation) [WoodSchool] 1 standard action 30 minutes [D] Medium (130 ft.) CR:p.368 [V, S, M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:16, Reflex negates; see text]	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growing and the specific or the specifi	ramunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spe Evocation [Force] rart; EFFECT: 2 missiles that do 1d4+1 damage e Conjuration (Summoning) pur choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscur Evocation, AirSchool [Electricity, MetalSch at tack deals 3d6 points of electricity damage Conjuration (Creation) icts, stationary vapor arises around you obscur Evocation, AirSchool [Clod, Water] the and snow that you can throw at a single targund. [SR:No; DC:15, Fortitude partial] Conjuration (Creation) the extraplanar creature. [SR:No] Conjuration (Summoning) at extraplanar creature. [SR:No] Conjuration (Creation) and servant is an invisible, mindless, shapeless for VEL 2 / Per Day:2+1 School Conjuration, EarthSchool (Creation) [Acid your hand and speeds to its target dealing 2d4 Evocation [Light] at orch, springs forth from an object that you in Illusion (Glamer) obs.; EFFECT: The creature or object touched becomes	1 round ght and multiplying its 1 standard action 1:No; DC:15, See text] 1 standard action 1:standard action 1 standard action 1 round 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneou	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch es (harmless)] Medium (130 ft.) Close (30 ft.) Close (30 ft.) ild damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Touch Personal or touch et, Will negates (harmless) or Will Medium (130 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.364 CR:p.364 In egates CR:p.301
	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growing and the spell causes instant growing and the spell causes instant growing and the spell target in the spell causes instant growing and the spell causes in the spell causes in the spell causes in the spell c	ramunition every round. [SR:No] Transmutation rowth of a humanoid creature, doubling its heige Conjuration, EarthSchool (Creation) solid surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] roce surrounds the subject of a mage armor spe Evocation [Force] rart; EFFECT: 2 missiles that do 1d4+1 damage et Conjuration (Summoning) pur choice] to serve you as a mount. [SR:No] Conjuration, WaterSchool (Creation) isty, stationary vapor arises around you obscure Evocation, AirSchool [Electricity, MetalSchattack deals 3d6 points of electricity damage Conjuration (Creation) icts, stationary vapor arises around you obscure Evocation, AirSchool [Cold, Water] ict and snow that you can throw at a single targund. [SR:No; DC:15, Fortitude partial] Conjuration (Creation) interpretation (Creation) en servant is an invisible, mindless, shapeless for School Conjuration, EarthSchool (Creation) [Acid Evocation, EarthSchool (Creation) [Acid Evocation, EarthSchool (Creation) [Acid Evocation, EarthSchool (Creation) [Acid Evocation, EarthSchool, Formsmutation ook opens stuck, barred, or locked doors, as we Conjuration, AirSchool, EarthSchool, FireS	1 round ght and multiplying its 1 standard action 1:No; DC:15, See text] 1 standard action	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous attack. The snowball deals 3d6 points of co 3 rounds [D] 3 hours apple tasks at your command. [SR:No] Level:3 Duration 2 rounds e. [SR:No] Permanent 3 minutes [D] as (harmless) or yes (harmless, object); DC Instantaneous; see text hold portal or arcane lock. [SR:No] 3 rounds [D]	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch Es (harmless)] Medium (130 ft.) Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Touch Personal or touch E16, Will negates (harmless) or Will Medium (130 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.364 In negates CR:p.303 CR:p.301
* =Domain/Speciality Spell	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growing in the property of the property	Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Tonjuration, EarthSchool (Creation) Solidi surface with a layer of slippery grease. [SR Divination ect magic, except that it gives you a +10 enhance Conjuration (Creation) [Force] Tree surrounds the subject of a mage armor spece spece surrounds the subject of a mage armor spece surround (Force) Transmutation (Summoning) Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Took opens stuck, barred, or locked doors, as we conjuration, AirSchool, EarthSchool, FireS as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summon monster I, except that you can summoned as summoned as summon monster I, except that you can summoned as summoned as summon monster I, except that you can summoned as a summoned as a summon monster I, except that you can summoned as a sum	1 round ght and multiplying its 1 standard action tixno; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action 1 round 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 8 standard action 9 standard	3 minutes [D] weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] lcraft checks made to identify the properti 3 hours [D] or bonus to AC. [SR:No; DC:15, Will negate Instantaneous 6 hours [D] 3 minutes [D] 9 darkvision, beyond 5 feet. [SR:No] Instantaneous Instantaneous Instantaneous 2 rounds [D] 3 hours 1	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch ses (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Touch Personal or touch 16, Will negates (harmless) or Will Medium (130 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.364 CR:p.364 CR:p.303 CR:p.303 CR:p.303 CR:p.303 CR:p.352 SR:No]
	[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical and Enlarge Person IV, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growing the spell of the spell causes instant growing the spell of the spell causes instant growing the spell target in the spell causes instant growing the spell of the spell causes instant growing the spell of the spell causes instant growing the spell causes in growing in growing in growing the spell causes in growing in growin	Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Transmutation Tonjuration, EarthSchool (Creation) Divination Execution (Creation) Execution (Summoning) Tonjuration, WaterSchool (Creation) Execution (Summoning) Execution (Summoning) Execution (Simmoning) Execution (Simmoning) Execution (Creation) Execution	1 round ght and multiplying its 1 standard action tixno; DC:15, See text] 1 standard action tement bonus on Spe 1 standard action 1 round 1 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 4 standard action 5 standard action 5 standard action 6 standa	3 minutes [D] 1 weight by 8. [SR:Yes; DC:15, Fortitude neg 3 minutes [D] 9 rounds [D] 1 Icraft checks made to identify the propertical of the p	gates] Close (30 ft.) 60 ft. ies and command words of magic Touch ses (harmless)] Medium (130 ft.) Close (30 ft.) 20 ft. Touch Close (30 ft.) Id damage on a successful hit, and Close (30 ft.) Close (30 ft.) Close (30 ft.) Personal or touch clo, Will negates (harmless) or Will Medium (130 ft.) Close (30 ft.) Close (30 ft.) Close (30 ft.)	CR:p.277 CR:p.291 CR:p.299 items in CR:p.306 CR:p.309 CR:p.315 CR:p.317 CR:p.343 POTN:p.26 d the CR:p.350 CR:p.364 Source CR:p.364 CR:p.364 CR:p.303 CR:p.303 CR:p.303 CR:p.303 CR:p.352 SR:No]

		Spell Book: Spellbook Wizard
Level 0	Level 1	Level 2
□Arcane Mark □*Acid Splash □Dancing Lights	□*Abundant Ammunition □Enlarge Person (DC:15) □*Grease (DC:15) □Identify □*Mage Armor (DC:15) □Magic Missile □*Mount □*Obscuring Mist □Shocking Grasp □*Snowball (DC:15) □*Summon Monster I □*Unseen Servant	□*Acid Arrow □Continual Flame □Invisibility (DC:16) □Knock □*Summon Monster II □*Web (DC:16)

Calandur Runalvarin

Calandul Kunalvanin
Elf
RACE
142
AGE
Male
GENDER
Low-Light Vision
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
6' 3"
HEIGHT
139 lbs.
WEIGHT
Hazel
EYE COLOUR
Pale
SKIN COLOUR
Platinum, Long
HAIR / HAIR STYLE
PHOBIAS
PERSONALITY TRAITS
PERSUNALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
,
RESIDENCE
LOCATION
None
REGION
Desna
DEITY
Humanoid
Race Type
Race Sub Type
nace sub-type

Description: Biography: