Thokk Heartmender	Talbert	Rovagug	None	Chaotic Neutral
Character Name	Player Name	Deity	Region	Alignment
Shaman 5	Half-Orc (Feral) / Humanoid	Medium / 5 ft.	6' 8" / 270 lbs.	Low-Light Vision
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
			Dark Black/Green,	
5 (4) 15000 / 23000	30 Male	Black	Long Braid	15
Character Level (CR) EXP/NEXT LEVEL	AGE GENDER	EYES	HAIR	Points
ABILITY NAME BASE BASE ABILITY ABILITY TEMP TEMP SCORE MOD SCORE MOD SCORE MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 13 +1 13 +1	<b>HP</b> 31			Walk 20 ft.
Strength TS TT TS TT	hit points			
<b>DEX</b> Dexterity  10 +0 10 +0	AC armor class TOTAL FLAT TOUCH BASE ARM BON	MOR SHIELD STAT SIZE NAT	O + 1 + 0 + 0 + O + Morale	$+$ $\bigcirc$ $+$ $\bigcirc$ $+$ $\bigcirc$ $+$ $\bigcirc$ $+$ $\bigcirc$ $ \bigcirc$ $ \bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$
CON 11 +0 11 +0	<b>INITIATIVE</b> +0 = +0 + +0	20 -1 0		7
INT   13   +1   13   +1	modifier TOTAL DEX MISC MODIFIER MODIFIER	MISS Arcane ARMOR SPELL CHANCE Spell CHECK RESIST	ACID COLD ELECT. FIRE RESIST RESIST RESIST RESIS	 r
WIS 18 +4 18 +4	Encumbrance Light	TOTAL SKILLPOINTS: 25	SKILLS	MAX RANKS: 5/5
Wisdom	Light	SKILL NA		SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER
<b>CHA</b>   11   +0   11   +0		Acrobatics	DEX	2 = 0 + 3 + -1
SAVING THROWS TOTAL BASE ABILITY MA	GIC MISC EPIC TEMP	Acrobatics (Jump)	DEX	-2 = 0 + 3 + -5
FORTITUDE +1 = +1 + +0 + +	0 + +0 + +0 +	Appraise	INT	5 = 1 + 1 + 3
(constitution)	0 +0 +0	Bluff	CHA	0 = 0
<b>REFLEX</b> +1 = +1 +0 + +	0++0+0+	Climb	STR	4 = 1 + 2 + 1
(dexterity)		Craft (Untrained)	INT	1 = 1
<b>WILL</b> (wisdom) +8 = +4 + +4 + +	0  + +0  + +0  +	Diplomacy	CHA	0 = 0
(wisdom)		Disquise	CHA	0 = 0
Conditional Com	bat Modifiers:	Escape Artist	DEX	0 = 0 + 1 + -1
Increase Grant of Aid bonus to an ally by	1.	Fly	DEX	4 = 0 + 2 + 2
TOTAL BASE ATTA	CK BONUS STAT SIZE MISC EPIC TEMP	Handle Animal	CHA	4 = 0 + 1 + 3
	3 + +1 + +0 + +0 + 0 +	Heal	WIS	8 = 4 + 1 + 3
attack bonus		Intimidate	CHA	2 = 0 + 2
<b>RANGED</b> +3 = +	3 + +0 + +0 + +0 + 0 +	Knowledge (Arcana)	INT	3 = 1 + 2
attack bonus		Knowledge (History)	INT	2 = 1 + 1
	3  + +1  + +0  +  +  +	Knowledge (Local)	INT	2 = 1 + 1
attack bonus GRAPPLE TRIP	DISARM SUNDER RUSH OVERRUN	Knowledge (Nature)	INT	5 = 1 + 1 + 3
CMB +4 +4	DISARM SUNDER RUSH OVERRUN +4 +4 +4 +4	Knowledge (Nobility)	INT	2 = 1 + 1
<b>CMD</b> 15 15	15 15 15 15	Knowledge (Religion)	INT	5 = 1 + 1 + 3
DIRTY TRICK DRAG	REPOSITION STEAL	Perception	WIS	6 = 4 + 2
<b>CMB</b> +4 +4	+4 +4	Perform (Untrained)	CHA	0 = 0
<b>CMD</b> 15 15	15 15	Ride Sense Motive	DEX	-1 = 0 + -1 7 = 4 + 1 + 2
TOTAL ATTACK POLICE	V	Spellcraft	WIS INT	7 = 4 + 1 + 2   5 = 1 + 1 + 3
UNARMED TOTAL ATTACK BONUS  (populathal poly) +4	DAMAGE CRITICAL REACH 1d3+1 20/x2 5 ft.	Stealth		
(nonlethal only) +4  Special Properties:	103+1 20/AZ 31L. V	Survival	DEX WIS	2 = 0 + 3 + -1   8 = 4 + 1 + 3
opecial riopelities.		Swim	STR	1 = 1 + 1 + -1
*Greataxe	HAND TYPE SIZE CRITICAL REACH	Use Magic Device	CHA	1 = 0 + 1
TOTAL ATTACK BONUS	Both S M 20/x3 5 ft.  DAMAGE	J	Ci iii C	= + +
+7	1d12+1			= + +
	141211	✓: can be used ur	ntrained. 🗷: exclusive skills.	*: Skill Mastery.
*Bite	HAND TYPE SIZE CRITICAL REACH		lisianal Clailles and 120	
TOTAL ATTACK BONUS	Primary P M 20/x2 5 ft.  DAMAGE		ditional Skill Modifie	
+4	4 14 4	2 trait bonus on Heal		, ,
. +		2 trait bonus on Perce		
Javelin		nd to detect invisible	or incorporeal creatu	ires.
30 ft. 60 ft. 90	Carried   P   M   20/x2   5 ft.		Channel	
TH +3 +1 -		Uses per day	CHAINIC	
<b>Dam</b> 1d6+1 1d6+1 1d6		. , –		
*: weapon is equipped  1H-P: One handed, in primary hand. 1H-O: One handed, in off ha (off hand weapon is heavy). 2W-P-{OL}: 2 weapons, primary hand	nd. <b>2H</b> : Two handed. <b>2W-P-(OH)</b> : 2 weapons, primary hand	Channel (Su):You can unleash a wa positive energy damage to undead Creatures that take damage from c You can use this ability 1 times per	creatures or to heal living creatu hanneled energy receive a DC 12	res of 3d6 points of damage. Will save to halve the damage.
ARMOR	TYPE AC MAXDEX CHECK SPELL FAILURE			
*Rhino Hide	Medium +6 +4 -1 20			
*Ring of Protection +1	+1 +0 0			

		EQUIPME	NT				
	ITEM		LOCATION		QTY		/ COST
Greataxe			Equipp	ed	1	12	2 / 20
Ring of Protect	tion +1		Equippe	ed	1	0 /	2,000
Aura: faint abjuration, Ca shield of faith, caster mu						ents: For	ge Ring,
Bite			Equippe	eď	1	(	0 / 0
Rhino Hide			Equipp	ed	1	25	/ 5,165
Aura: moderate transmu Magic Arms and Armor, l							
Javelin			Carrie	d	5	2 (10	0) / 1 (5)
TOTAL WEIG	SHT CARR	IED/VALUE	47 lbs		7,1	90gp	
		WEIGHT ALLO	WANCE				
Light	50	Medium	100		H	Heavy	150
Lift over head	150	Lift off ground	300	Pι	ısh /	Drag	750
		MONE	1				
		7	otal= 0 gp	[Unsp	ent	Funds	= 880 gp]
		MAGIC					
		Languag	es				
		Common, Draco	nic, Orc				
		Other Compa	anions				

#### **Traits**

## **Battlefield Disciple**

[Paizo Publishing -Ultimate Campaign, p.51l

You are skilled at supporting your allies in the heat of battle. You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.

## Spirit Sense

[Paizo Publishing -Ultimate Campaign]

You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

## Special Attacks

## Wave Strike (Su)

[Paizo Inc. - Advanced Class Guide, p.46]

As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6+2 points of nonlethal damage and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability 3 times per day.

## **Special Qualities**

## Channel (Su)

[Paizo Inc. - Advanced Class Guide, p.42]

You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. You can use this ability 1 times per day.

## Chant (Su)

[Paizo Inc. - Advanced Class Guide, p.36]

A shaman can chant as a move action. Any creature that is within 30 feet that is under the effects of the shaman's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A shaman cannot select both this hex and the witch's cackle hex.

## Familiar's Alertness ability active (Ex)

[Paizo Inc. - Core Rulebook]

PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

Feral

[Paizo Inc. - Advanced Race Guide, p.]

Half-orc children who are abandoned as infants or small children rarely survive in the wild, but a few manage to scrape out a meager existence as "wild children," tough enough to live but completely uncivilized. Feral half-orcs have the forest walker and toothy alternate racial traits.

### Forest Walker

[Paizo Inc. - Advanced Race Guide, p.52]

[Paizo Inc. - Advanced Class Guide, p.36]

More at home in the forests and jungles of the world, these half-orcs are well adapted to their surroundings. Half-orcs with this trait have low-light vision and gain a +2 racial bonus on Climb checks.

## Fortune (Su)

The shaman grants a creature within 30 feet a bit of good luck for 1 rounds. The target can call upon this good luck once per round, allowing it to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. The target creature must to decide to use this ability before the first roll is made. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Fury (Su)

[Paizo Inc. - Advanced Class Guide, p.36] A shaman incites a creature within 30 feet into a primal fury. The target receives a +2 morale bonus on attack rolls and a +2 resistance bonus on saving throws against fear for 4 rounds. Once a creature has benefited from the fury hex, it cannot benefit from it again for 24 hours.

Hex [Paizo Inc. - Advanced Class Guide, p.35]

A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is 16

## Intimidating (Ex)

[Paizo Inc. - Core Rulebook, p.25]

Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

#### Life (Spirit)

[Paizo Inc. - Advanced Class Guide, p.41]

Spirit Magic Spells: detect undead (1st), lesser restoration (2nd), neutralize poison (3rd), restoration (4th), breath of life (5th), heal (6th), greater restoration (7th), mass heal (8th), true resurrection (9th)

#### Orc Blood (Ex)

[Paizo Inc. - Core Rulebook, p.25]

Half-orc count as both humans and orcs for any effect related to race.

## Orisons

[Paizo Inc. - Advanced Class Guide, p.35]

Shamans can prepare a number of orisons, 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.

## Spirit (Su)

[Paizo Inc. - Advanced Class Guide, p.35]

A shaman forms a mystical bond with the spirits of the world. She forms a lasting bond with a single spirit, which grants a number of abilities and defines many of her other class features. If the shaman takes levels in another class that grants a mystery (such as the oracle), the spirit and mystery must match, even if that means one of them must change. Subject to GM discretion, the shaman can change her former mystery or spirit to make them conform.

## Spirit Animal (Ex)

[Paizo Inc. - Advanced Class Guide, p.35]

A shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

## Spirit Magic

[Paizo Inc. - Advanced Class Guide, p.35]

A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

## Toothy

[Paizo Inc. - Advanced Player's Guide, p.19]

Some half-orcs' vestigial tusks are massive and sharp, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait replaces the orc ferocity racial trait.

## Wandering Spirit (Su)

[Paizo Inc. - Advanced Class Guide, p.37]

A shaman can form a temporary bond with a spirit other than the one selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She also adds the spells granted by that spirit to her list of spells thas he can cast using spirit magic. She does not add the hexes from her wandering spirit to her list of hexes that she can choose from with the hex class feature.

## Waves (Wandering Spirit)

[Paizo Inc. - Advanced Class Guide, p.45]

Spirit Magic Spells: hydraulic push (1st), slipstream (2nd), water breathing (3rd) wall of ice (4th), geyser (5th), fluid form (6th), vortex (7th), seamantle (8th) tsunami (9th)

## Weapon and Armor Proficiency

[Paizo Inc. - Advanced Class Guide]

A shaman is proficient with all simple weapons, and with light and medium

## Weapon Familiarity (Ex)

[Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

## Feats

**Channel Smite** 

[Paizo Inc. - Core Rulebook, p.119]

You can channel your divine energy through your weapon.

Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

#### Extra Hex

[Paizo Inc. - Advanced Player's Guide, p.160]

You have learned the secrets of a new hex.

You gain one additional hex. You must meet all of the prerequisites for this hex. Special - You can gain Extra Hex multiple times.

## **Guided Hand**

[Paizo Inc. - Ultimate Combat, p.103]

Your deity blesses any strike you make with that deity's favored weapon.

With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

## Alertness (Granted)

[Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

#### **Domains**

## Life (Spirit)

## Proficiencies

Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Falchion, Gauntlet, Spiked Gauntlet, Grapple, Greataxe, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

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

LEVEL 0 / Per Day:4 / Caster Level:5

	EVEL 0 / Per Day:4 /				
Name Arcane Mark	School Universal	Time 1 standard action	<b>Duration</b> Permanent	Range Touch	Source CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.;				roderi	скіріш
□□□□ <u>Bleed</u>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is b	elow 0 hit points but stabilized to resume dying Conjuration (Creation) [Water]	g. [ <b>SR:</b> Yes; <b>DC:</b> 14, Will 1 standard action	negates] Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 gallons of water; <i>EFFECT:</i> This spell generates wholeso			Instantaneous	Close (35 It.)	CK.p.262
Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ftradius area; EFFECT: You create					
DDDDD <u>Daze</u>	Enchantment (Compulsion) [Mind-Affection	-	1 round	Close (35 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; <i>EFFECT</i> : This spell clearly Detect Magic	ouds the mind of a humanoid creature with 4 o  Divination	r fewer Hit Dice so the 1 standard action	at it takes no actions. [SR:Yes; DC:14, Will Concentration, up to 5 minutes [D]	negates] 60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR					
Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You de				- ·	CD 200
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
Nnow Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know the di	rection of north from your current position.				
OOO Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object	to glow like a torch. [SR:No] Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 5 lb.; EFFECT: This spell repairs damaged ob					c.upio.u
□□□□□Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 5 cu. ft. of contaminated food and water; EFFECT: This spell make	es spoiled, rotten, diseased, poisonous, or othe	erwise contaminated	food and water pure and suitable for eati	ng and drinking. [ <b>SR:</b> Yes (object);	DC:14, Will
negates (object)]	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on object					
□□□□ <u>Resistance</u>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with m	agical energy that protects it from harm, grant Conjuration (Healing)	ing it a +1 resistance l 1 standard action	bonus on saves. [SR:Yes (harmless); DC:1- Instantaneous	4, Will negates (harmless)] Close (35 ft.)	CR:p.348
[V, S] TARGET: One living creature; <i>EFFECT</i> : Upon casting this spell, you target				2.000 (00 (0)	CIP.340
□□□□Touch of Fatique	Necromancy	1 standard action	5 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy thro					
OOO Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature	, , , , ,				
LE\	/EL 1 / Per Day:4+1	/ Caster l	_evel:5		
Name	School	Time	Duration	Range	Source
□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-A	ff1 standard action	5 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ftradius burst, centered on you; <i>EFFECT</i> : Bane fills your			5 minutes	50 ft	CR:n 249
□□□□ <u>Bless</u>	Enchantment (Compulsion) [Mind-Affection	nc1 standard action	5 minutes	50 ft.	CR:p.249
	Enchantment (Compulsion) [Mind-Affection	nc1 standard action		50 ft. 15 ft.	CR:p.249 CR:p.251
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from	Enchantment (Compulsion) [Mind-Affection e caster; EFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dam	n(1 standard action age. [ <b>SR:</b> Yes (harmles 1 standard action nage to any creature i	ss)] Instantaneous n the effect area. [ <b>SR:</b> Yes; <b>DC:</b> 15, Reflex h.	15 ft. alf]	CR:p.251
[V, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Company of the Burning Hands [V, s] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals	Enchantment (Compulsion) [Mind-Affectic e caster; EFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectic	nc1 standard action age. [SR:Yes (harmles 1 standard action age to any creature i nc1 standard action	ss)] Instantaneous n the effect area. [ <b>SR:</b> Yes; <b>DC:</b> 15, Reflex h. 5 minutes	15 ft.	
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectic e caster; EFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectic	nc1 standard action age. [SR:Yes (harmles 1 standard action nage to any creature i nc1 standard action armless. [SR:Yes; DC:	ss)] Instantaneous n the effect area. [ <b>SR:</b> Yes; <b>DC:</b> 15, Reflex h. 5 minutes	15 ft. alf]	CR:p.251
[V, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Company of the Burning Hands [V, s] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals	Enchantment (Compulsion) [Mind-Affectie e caster; EFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dan Enchantment (Compulsion) [Mind-Affectin d quiets animals, rendering them docile and h Necromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will	ng1 standard action age. [SR:Yes (harmles 1 standard action aage to any creature in ng1 standard action narmless. [SR:Yes; DC: or1 standard action partial]	instantaneous Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes 115, Will negates] 1d4 rounds or 1 round; see text	15 ft. aif] Close (35 ft.) Close (35 ft.)	CR:p.251  CR:p.252  CR:p.252
W, S, DF] TARGET: An easter and all allies within a 50-ft. burst, centered on the Direction of the Direction	Enchantment (Compulsion) [Mind-Affectis caster; EFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and horecommancy [Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting]	nc1 standard action age. [SR:Yes (harmles 1 standard action hage to any creature in nc1 standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action	instantaneous Instantaneous n the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes 115, Will negates] 1d4 rounds or 1 round; see text 5 hours	15 ft. alf] Close (35 ft.)	CR:p.251 CR:p.252
W, S, TARGET: One animal; EFFECT: This spell functions like charm person, except fonce and animals.	Enchantment (Compulsion) [Mind-Affectis caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and hecromancy [Fear, Mind-Affecting, Emotiation of the Enchantment (Charm) [Mind-Affecting] enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type.	nç1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i nç1 standard action armless. [SR:Yes; DC: ool standard action partial] 1 standard action [SR:Yes; DC:15, Will n	instantaneous Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes instantianeous from the second from the se	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.)	CR:p.251  CR:p.252  CR:p.252  CR:p.254
W. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and hecromancy [Fear, Mind-Affecting, Emotiating the becomes frightened. [SR:Yes; DC:15, will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type, Enchantment (Charm) [Mind-Affecting, Wind-Affecting, Wind-Affecting	nc1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i nc1 standard action armless. [SR:Yes; DC: ool standard action partial] 1 standard action [SR:Yes; DC:15, Will n ool standard action	[ss]] Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes [15, Will negates] 1d4 rounds or 1 round; see text  5 hours [negates] 5 hours	15 ft. aif] Close (35 ft.) Close (35 ft.)	CR:p.251  CR:p.252  CR:p.252
W. s. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and hecromancy [Fear, Mind-Affecting, Emotiating the becomes frightened. [SR:Yes; DC:15, will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type, Enchantment (Charm) [Mind-Affecting, Wind-Affecting, Wind-Affecting	nc1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i nc1 standard action armless. [SR:Yes; DC: ool standard action partial] 1 standard action [SR:Yes; DC:15, Will n ool standard action	[ss]] Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes [15, Will negates] 1d4 rounds or 1 round; see text  5 hours [negates] 5 hours	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.)	CR:p.251  CR:p.252  CR:p.252  CR:p.254
W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectia caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectia d quiets animals, rendering them docile and h Necromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, W I creature regard you as its trusted friend and Necromancy	nq1 standard action age. [SR:Yes (harmles 1 standard action hage to any creature i nq1 standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will In oil standard action ally. [SR:Yes; DC:15, Will In standard action standard action standard action standard action standard action standard action	instantaneous Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Its, Will negates] Id4 rounds or 1 round; see text 5 hours hegates] 5 hours fill negates] Instantaneous	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255
W, s, DF] TARGET: No eliming reature with 5 or fewer HD; EFFECT: The affected cress of the charm Animals  W, s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes are comparable. The affected cress of the charm Animals  W, s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes are comparable. The affected cress of the charm Animals  W, s] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected cress of the charm Animals  W, s] TARGET: One animal; EFFECT: This spell functions like charm person, exceeding the charm Person  S, s] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid Chill Touch	Enchantment (Compulsion) [Mind-Affectia caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectia d quiets animals, rendering them docile and h Necromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, W I creature regard you as its trusted friend and Necromancy	nq1 standard action age. [SR:Yes (harmles 1 standard action hage to any creature i nq1 standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will In oil standard action ally. [SR:Yes; DC:15, Will In standard action standard action standard action standard action standard action standard action	instantaneous Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Its, Will negates] Id4 rounds or 1 round; see text 5 hours hegates] 5 hours fill negates] Instantaneous	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255
W, S, DF, TARGET: The caster and all allies within a 50-ft. burst, centered on the Delta Burning Hands W, S, TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S, TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Delta Cause Fear W, S, TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creations of the control of th	Enchantment (Compulsion) [Mind-Affectie caster: FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and hecromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, W I creature regard you as its trusted friend and Necromancy ich glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible weatures	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i ng1 standard action sarmless. [SR:Yes; DC: only partial] 1 standard action [SR:Yes; DC:15, Will n of standard action standard action [SR:Yes; DC:15, Will n of standard action condition of the standard action standard action the standard action standard action ce of living creatures  1 standard action ritten messages.	[ss]] Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15] Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258
W. S. DF. TARGET: Animals within a 50-ft. burst, centered on the Delta Start S	Enchantment (Compulsion) [Mind-Affectie caster: FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and heromancy [Fear, Mind-Affecting, Emotiature becomes frightened. [SR:Yes; DC:15, will Enchantment (Charm) [Mind-Affecting] bet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting] will creature regard you as its trusted friend and expectations with the properties of the service	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i ng1 standard action armless. [SR:Yes; DC: ool standard action partial] 1 standard action [SR:Yes; DC:15, Will n ool standard action sull, [SR:Yes; DC:15, W 1 standard action ce of living creatures 1 standard action ritten messages. 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 ates; see
W. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and horeomens frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting] of the title for the computation of the computation (Healing) creature, you channel positive energy that cure	n(1 standard action age. [SR:Yes (harmles 1 standard action age to any creature in the standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will no standard action ally. [SR:Yes; DC:15, Will no standard action ce of living creatures 1 standard action the standard action action action standard action standard action 1 stand	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch , Will half (harmless); see text)	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.258
W, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Direct Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Direct Cause Fear W, s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Direct Cause Fear W, s] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creatives of the control of the charm person, exceeding the control of the charm person	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin dquiets animals, rendering them docile and horeomense frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting]  pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting]  the treature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination  eatures or read otherwise incomprehensible was Conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i ng1 standard action armless. [SR:Yes; DC: ool standard action partial] 1 standard action [SR:Yes; DC:15, Will n ool standard action sull, [SR:Yes; DC:15, W 1 standard action ce of living creatures 1 standard action ritten messages. 1 standard action	Instantaneous  n the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes  15, will negates]  1d4 rounds or 1 round; see text  5 hours  segates]  5 hours  fill negates]  Instantaneous  dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous  mage. [SR:Yes (harmless); see text; DC:15	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258
W. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin dquiets animals, rendering them docile and horeomense frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting]  pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting]  the treature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination  eatures or read otherwise incomprehensible was Conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]	n(1 standard action age. [SR:Yes (harmles 1 standard action age to any creature in the standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will no standard action ally. [SR:Yes; DC:15, Will no standard action ce of living creatures 1 standard action the standard action action action standard action standard action 1 stand	Instantaneous  n the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes  15, will negates]  1d4 rounds or 1 round; see text  5 hours  segates]  5 hours  fill negates]  Instantaneous  dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous  mage. [SR:Yes (harmless); see text; DC:15	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch , Will half (harmless); see text)	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.258
W. s. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Direct Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W. s] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W. s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Direct Cause Fear W. s] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating Charm Animal W. s] TARGET: One animal; EFFECT: This spell functions like charm person, exceeding Charm Person W. s] TARGET: One humanoid creature; EFFECT: A touch from your hand, where the content of the content	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and hocenoments of the Merchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] pept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, Wild creature regard you as its trusted friend and a Necromancy charglows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible watconjuration (Healing) creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light] syou. [SR:No] Divination and of animal or plant in a cone emanating out of	ng1 standard action age. [SR:Yes (harmles 1 standard action lage to any creature i ng1 standard action armless. [SR:Yes; DC: oril standard action partial] 1 standard action [SR:Yes; DC:15, Will in oril standard action ally. [SR:Yes; DC:15, Will and ce of living creatures 1 standard action ritten messages. 1 standard action es 1d8+5 points of da 1 standard action 1 standard action	Instantaneous  n the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes  15, will negates]  1d4 rounds or 1 round; see text  5 hours  legates]  5 hours  segates]  Instantaneous  dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous  mage. [SR:Yes (harmless); see text; DC:15  5 hours [D]  Concentration, up to 50 minutes [D]  direction you face. [SR:No]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch touch touch touch touch Long (600 ft.)	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
W, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Direct Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals  W, s] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals  W, s] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Calman Animals  W, s] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating Charm Animal  W, s] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating Charm Person  W, s] TARGET: One humanoid creature; EFFECT: This sharm makes a humanoid  W, s] TARGET: One humanoid creature; EFFECT: A touch from your hand, where the composition of the composition	Enchantment (Compulsion) [Mind-Affectic caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin dquiets animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting] will creature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible water of the animal type conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light] syou. [SR:No]  Divination  dof animal or plant in a cone emanating out f Divination	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature in ng1 standard action armless. [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will no oil standard action all. [SR:Yes; DC:15, Will no standard action ce of living creatures 1 standard action ce of living creatures 1 standard action ritten messages. 1 standard action es 1 d8+5 points of da 1 standard action 1 standard 2 standa	[SS] Instantaneous In the effect area. [SR:Yes; DC:15, Reflex in the effect area. [SR:Yes; DC:15, Reflex in 5 minutes [ST] Id4 rounds or 1 round; see text  5 hours [ST] Id4 rounds or 1 round; see text  5 hours [Id4 rounds or 1 round; see text  5 hours [Id4 rounds or 1 round; see text  5 hours [Id4 rounds or 1 round; see text [Id4 rounds or 1 round; see text [Id4 rounds or 1 round; see text [Id4 rounds or 1 roun	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch t, Will half (harmless); see text) Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214
W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Durning Hands W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Durning Hands W, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Durning Cause Fear W, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating Charm Animal W, S] TARGET: One animal; EFFECT: This spell functions like charm person, exceeding Charm Person W, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid Charm Person W, S] TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, whe text W, S] TARGET: You; EFFECT: You can understand the spoken words of creating Comprehend Languages W, S, TARGET: Creature touched; EFFECT: When laying your hand upon a living Comprehend Languages W, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living Detect Animates one lantern; EFFECT: Animates a lantern that follow Detect Animates one lantern; EFFECT: You can detect a particular king Detect Chaos W, S] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of V, S, PF] TARGET: Cone-shaped emanation; EFFECT:	Enchantment (Compulsion) [Mind-Affectic caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  nyour fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin dquiets animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting] will creature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible water of the animal type conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light] syou. [SR:No]  Divination  dof animal or plant in a cone emanating out f Divination	ng1 standard action age. [SR:Yes (harmles 1 standard action lage to any creature i ng1 standard action armless. [SR:Yes; DC: oril standard action partial] 1 standard action [SR:Yes; DC:15, Will in oril standard action ally. [SR:Yes; DC:15, Will and ce of living creatures 1 standard action ritten messages. 1 standard action es 1d8+5 points of da 1 standard action 1 standard action	Instantaneous  n the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes  15, will negates]  1d4 rounds or 1 round; see text  5 hours  legates]  5 hours  segates]  Instantaneous  dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous  mage. [SR:Yes (harmless); see text; DC:15  5 hours [D]  Concentration, up to 50 minutes [D]  direction you face. [SR:No]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch touch touch touch touch Long (600 ft.)	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
	Enchantment (Compulsion) [Mind-Affectie caster: FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and heromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, W Icreature regard you as its trusted friend and Necromancy ich glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible w Conjuration (Healing) creature, you chantle positive energy that cur Transmutation, FireSchool [Fire, Light] is you. [SR:No] Divination dof animal or plant in a cone emanating out for Divination fichaotic creatures. [SR:No] Divination	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i ng1 standard action ing1 standard action partial] 1 standard action partial] 1 standard action [SR:Yes; DC:15, Will n of standard action standard action ce of living creatures 1 standard action ritten messages. 1 standard action es 1d8+5 points of da 1 standard action 1 standard action 1 standard action con the standard action standard action standard action standard action standard action standard action 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Ind4 rounds or 1 round; see text  5 hours legates] 5 hours legates] Instantaneous dealing 1d6 points of damage. [SR:Yes; D  50 minutes Instantaneous mage. [SR:Yes (harmless); see text; DC:15 5 hours [D]  Concentration, up to 50 minutes [D] direction you face. [SR:No] Concentration, up to 50 minutes [D]  Concentration, up to 50 minutes [D]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch t, Will half (harmless); see text] Touch Long (600 ft.) 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
	Enchantment (Compulsion) [Mind-Affectic caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguets animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting]  pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination  eatures or read otherwise incomprehensible w Conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]  s you. [SR:No]  Divination  of of animal or plant in a cone emanating out f Divination  of choict creatures. [SR:No]  Divination  oe of evii. [SR:No]  Divination	ng1 standard action age. [SR:Yes (harmles 1 standard action ange to any creature i ng1 standard action ing1 standard action partial] 1 standard action partial] 1 standard action [SR:Yes; DC:15, Will n of standard action standard action ce of living creatures 1 standard action ritten messages. 1 standard action es 1d8+5 points of da 1 standard action 1 standard action 1 standard action con the standard action standard action standard action standard action standard action standard action 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch t, Will half (harmless); see text] Touch Long (600 ft.) 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Durning Hands W, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Durning Calm Animals W, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating of the Company of the C	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguiets animals, rendering them docile and hone with the Meromancy [Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, Will a creature regard you as its trusted friend and a Necromancy (Charmancy) [Mind-Affecting, Will a creature regard you as its trusted friend and a Necromancy (Charmancy) [Mind-Affecting, Will are regard you as its trusted friend and a Necromancy (Charmancy) [Mind-Affecting, William (Charmancy) [Mind-Affect	ng1 standard action age, [SR:Yes (harmles 1 standard action auge to any creature i ng1 standard action sarmless, [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will n oil standard action standard action standard action ce of living creatures 1 standard action ritten messages, 1 standard action as 1d8+5 points of da 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch t, Will half (harmless); see text] Touch Long (600 ft.) 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.266
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W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Durning Hands W, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Durning Calm Animals W, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating of the Company of the C	Enchantment (Compulsion) [Mind-Affectic caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectind quiets animals, rendering them docile and heromancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, Will creature regard you as its trusted friend and exectomancy (Index of the second properties of the second	ng1 standard action age, [SR:Yes (harmles 1 standard action auge to any creature i ng1 standard action sarmless, [SR:Yes; DC: oil standard action partial] 1 standard action [SR:Yes; DC:15, Will n oil standard action standard action standard action ce of living creatures 1 standard action ritten messages, 1 standard action as 1d8+5 points of da 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch t, Will half (harmless); see text] Touch Long (600 ft.) 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.266
W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Durning Hands W, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals W, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Calm Cause Fear W, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating of the Company of the Compan	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire] in your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguiets animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] ept that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting, Will Computer of the animal type. Enchantment (Charm) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Affecting) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Mind-Affecting) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Mind-Affecting) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy (Charles of the Mind-Affecting, Williams) (Charles of the Mind-Affecting, William	ng1 standard action age, [SR:Yes (harmles) 1 standard action auge to any creature i ng1 standard action auge to any creature i ng1 standard action partial] 1 standard action partial] 1 standard action [SR:Yes; DC:15, Willi nol standard action ce of living creatures 1 standard action ritten messages. 1 standard action as 1d8+5 points of da 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch Long (600 ft.) 60 ft. 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.267 CR:p.267 CR:p.267
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	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguests animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy  the glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible was a comparation (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]  s you. [SR:No]  Divination  of of animal or plant in a cone emanating out of Divination  of of chaotic creatures. [SR:No]  Divination  to Good. [SR:No]  Divination  of Jawful creatures. [SR:No]  Divination  the Jast SR:No]  Divination  the Jast SR:No]  Divination  at that surrounds undead creatures. [SR:No]  Divination	ng1 standard action age, [SR:Yes (harmles) 1 standard action auge to any creature i ng1 standard action auge to any creature i ng1 standard action partial] 1 standard action partial] 1 standard action [SR:Yes; DC:15, Willi nol standard action ce of living creatures 1 standard action ritten messages. 1 standard action as 1d8+5 points of da 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Instantaneous In	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch Long (600 ft.) 60 ft. 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.267 CR:p.267 CR:p.267
	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguests animals, rendering them docile and horeomens (Fear, Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Emoti ature becomes frightened, [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting, Will creature regard you as its trusted friend and a Necromancy  the glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible was a comparation (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]  s you. [SR:No]  Divination  of of animal or plant in a cone emanating out of Divination  of of chaotic creatures. [SR:No]  Divination  to Good. [SR:No]  Divination  of Jawful creatures. [SR:No]  Divination  the Jast SR:No]  Divination  the Jast SR:No]  Divination  at that surrounds undead creatures. [SR:No]  Divination	ng1 standard action age. [SR:Yes (harmles 1 standard action age to any creature i ng1 standard action armless. [SR:Yes; DC: oin! standard action partial] 1 standard action [SR:Yes; DC:15, Will in oil standard action co of living creatures 1 standard action ritten messages. 1 standard action standard action standard action standard action 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Its, Will negates] Id4 rounds or 1 round; see text  5 hours legates] 5 hours legates] Instantaneous dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous mage. [SR:Yes (harmless); see text; DC:15 5 hours [D]  Concentration, up to 50 minutes [D] direction you face. [SR:No] Concentration, up to 50 minutes [D]  Concentration, up to 5 minutes [D]  Concentration, up to 5 minutes [D]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch Long (600 ft.) 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 CR:p.255 ates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.267 UI:p.267 UI:p.212
W. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Delect Chaos  IV. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Delect Chaos  IV. S. TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from Calm Animals  IV. S. TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Delect Chaos  IV. S. TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creations of the Charm Animal  IV. S. TARGET: One animal; EFFECT: This spell functions like charm person, exceedings of the Charm Person  IV. S. TARGET: One humanoid creature; EFFECT: A touch from your hand, where the Chair Charm Person  IV. S. TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, where the Chair	Enchantment (Compulsion) [Mind-Affectie caster; FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diquiets animals, rendering them docile and hoccomments [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Yes; DC:15, Will Enchantment (Charm) [Mind-Affecting] pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting]  pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting]  the creature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination  eatures or read otherwise incomprehensible w Conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light]  syou. [SR:No]  Divination  dof animal or plant in a cone emanating out f Divination  for chaotic creatures. [SR:No]  Divination  for of owi. [ISR:No]  Divination  for fawful creatures. [SR:No]  Divination  th. [SR:No]  Divination  a that surrounds undead creatures. [SR:No]  Divination  a that surrounds undead creatures. [SR:No]  Divination  that surrounds undead creatures. [SR:No]  Divination [Mind-Affecting]  tes family. [SR:yes; DC:15, Will negates (see text	ng1 standard action age. [SR:Yes (harmles 1 standard action hage to any creature in ng1 standard action hage to any creature in ng1 standard action partial] 1 standard action ce of living creatures 1 standard action ce of living creatures 1 standard action ritten messages. 1 standard action	Instantaneous  1 the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes  15 minutes  15 hours  16 points of 1 round; see text  5 hours  18 points of 3 points of damage. [SR:Yes; DC:15]  19 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  11 points of damage. [SR:Yes; DC:15]  12 points of damage. [SR:Yes; DC:15]  13 points of damage. [SR:Yes; DC:15]  14 points of damage. [SR:Yes; DC:15]  15 points of damage. [SR:Yes; DC:15]  16 points of damage. [SR:Yes; DC:15]  17 points of damage. [SR:Yes; DC:15]  18 points of damage. [SR:Yes; DC:15]  19 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  11 points of damage. [SR:Yes; DC:15]  12 points of damage. [SR:Yes; DC:15]  13 points of damage. [SR:Yes; DC:15]  14 points of damage. [SR:Yes; DC:15]  15 points of damage. [SR:Yes; DC:15]  16 points of damage. [SR:Yes; DC:15]  17 points of damage. [SR:Yes; DC:15]  18 points of damage. [SR:Yes; DC:15]  19 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]  11 points of damage. [SR:Yes; DC:15]  12 points of damage. [SR:Yes; DC:15]  13 points of damage. [SR:Yes; DC:15]  14 points of damage. [SR:Yes; DC:15]  15 points of damage. [SR:Yes; DC:15]  16 points of damage. [SR:Yes; DC:15]  17 points of damage. [SR:Yes; DC:15]  18 points of damage. [SR:Yes; DC:15]  18 points of damage. [SR:Yes; DC:15]  19 points of damage. [SR:Yes; DC:15]  10 points of damage. [SR:Yes; DC:15]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch Long (600 ft.) 60 ft. 60 ft. 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.267 UI:p.212 CR:p.269 ACG:p.179
W, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the Delect Chaos  IV, S) TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Delect Chaos  IV, S) TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes at Delect Chaos  IV, S) TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creating flame shoots from the specific or the spell functions like charm person, exceeding the specific or the spell functions like charm person, exceeding the specific or the spell functions like charm person, exceeding the specific or the spell functions like charm person, exceeding the specific or th	Enchantment (Compulsion) [Mind-Affectie caster, FFFECT: Bless fills your allies with cour Evocation, FireSchool [Fire]  n your fingertips dealing 5d4 points of fire dam Enchantment (Compulsion) [Mind-Affectin diguests animals, rendering them docile and horcomancy [Fear, Mind-Affecting, Emoti ature becomes frightened. [SR:Ves; DC:15, Will Enchantment (Charm) [Mind-Affecting] pet that it affects a creature of the animal type. Enchantment (Charm) [Mind-Affecting] will creature regard you as its trusted friend and a Necromancy  ch glows with blue energy, disrupts the life for Divination eatures or read otherwise incomprehensible water of the animal type. Conjuration (Healing)  creature, you channel positive energy that cur Transmutation, FireSchool [Fire, Light] syou. [SR:No]  Divination  of of animal or plant in a cone emanating out of Divination  of of edic (SR:No)  Divination  to eof ewi. [SR:No]  Divination  to flawful creatures. [SR:No]  Divination  th [SR:No]  Divination  a that surrounds undead creatures. [SR:No]  Divination  a that surrounds undead creatures. [SR:No]  Divination  a that surrounds undead creatures. [SR:No]  Divination  binination [SR:No]  Divination [SR:No]  Divinatio	ng1 standard action age. [SR:Yes (harmles 1 standard action hage to any creature i ng1 standard action hage to any creature i ng1 standard action partial] 1 standard action ce of living creatures 1 standard action ritten messages. 1 standard action ritten messages. 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes In the effect area. [SR:Yes; DC:15, Reflex h. 5 minutes Ind4 rounds or 1 round; see text  5 hours legates] 5 hours legates] Instantaneous dealing 1d6 points of damage. [SR:Yes; D  50 minutes  Instantaneous mage. [SR:Yes (harmless); see text; DC:15 5 hours [D]  Concentration, up to 50 minutes [D] direction you face. [SR:No] Concentration, up to 50 minutes [D]  Concentration, up to 5 minutes [D]	15 ft. alf] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch C:15, Fortitude partial or Will neg. Personal Touch Long (600 ft.) 60 ft. 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.255 ates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.267 CR:p.267 CR:p.267 CR:p.267 CR:p.269

	Snaman Sp	ens			
DDDD Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.2
<b>V, S] TARGET:</b> Creature touched; <i>EFFECT:</i> A creature protected by endure elen	nents suffers no harm from being in a hot or col Transmutation [WoodSchool]	d environment. [ <b>SR:</b> Ye 1 standard action	es (harmless); <b>DC:</b> 15, Will negates (harmle 5 minutes [D]	ss)] Long (600 ft.)	CR:p.2
V, S, DF] TARGET: Plants in a 40-ftradius spread; EFFECT: This spell causes ta					
□□□□□ <u>Frostbite</u> V. S] TARGET: Up to 5 creatures touched; <i>EFFECT:</i> Target takes 1d6+5 nonleth.	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.2
Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (35 ft.)	ACG:p.1
(V, S] TARGET: one creature or object; EFFECT: Light wind protects one target	from clouds, gases, heat, and vapors. [SR:yes (heat, and vapors)]		egates (harmless)] 5 days	Touch	CD:m 3
□□□□□ <u>Goodberry</u> (V, S, DF] TARGET: 2d4 fresh berries touched; <i>EFFECT:</i> Casting goodberry mak		1 standard action	o days	Touch	CR:p.2
□□□□ <u>Heightened Awareness</u>	Divination	1 standard action	50 minutes [D]	Personal	ACG:p.1
(V, M/DF) TARGET: you; EFFECT: Your recall and ability to process information	improve. Necromancy [Curse]	1 standard action	5 rounds	Close (35 ft.)	ACG:p.1
□□□□□ <u>Hex Vulnerability</u> (V, S, M] TARGET: one creature; <i>EFFECT</i> : Reuse a hex on a specific target. [SR: <sub>\</sub>		i standard action	Trounds	close (33 It.)	Aca.p.1
□□□□ <u>Hex Ward</u>	Abjuration	1 standard action	5 hours	Touch	UM:p.2
(V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against wit	ch hexes. [SR:Yes (harmless); DC:15, Will negate Abjuration	s (harmless)] 1 standard action	50 minutes [D]	Touch	CR:p.2
S, DF] TARGET: 5 creatures touched; EFFECT: Animals cannot sense the warde	d creatures. [SR:Yes; DC:15, Will negates (harm	ess)]			
□□□□ <u>Hydraulic Push</u>	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.2
[V, S] TARGET: one creature or object; EFFECT: Wave of water bull rushes an ending of the sum of	Necromancy	1 standard action	Instantaneous	Touch	CR:p.3
V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a crea					
<b> Magic Stone</b> ( <b>v, s, bF] TARGET:</b> Up to three pebbles touched; <i>EFFECT:</i> You transmute as ma	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.3
<b>v, s, brj TakdeT:</b> Op to three peobles touched; <b>EFFECT:</b> You transmute as ma Nill negates (harmless, object)]					
DDDD Magic Weapon	Transmutation [MetalSchool]	1 standard action	5 minutes	Touch	CR:p.3
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a	Transmutation	1 standard action	5 minutes [D]	Personal	ACG:p.1
V, S] TARGET: you; EFFECT: Gain a climb speed and a swim speed of 10 ft. for					
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Abjuration tharder to detect a poison or a venomous creat	1 standard action	5 hours	Touch	UI:p.2
Similar Reserve the dose of poison of one venomous creature, EFFECT: Make I	Conjuration, WaterSchool (Creation)	1 standard action	5 minutes [D]	20 ft.	CR:p.3
V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT:</i> A m	isty, stationary vapor arises around you obscuri	ng all sight, including 1 standard action	darkvision, beyond 5 feet. [ <b>SR:</b> No] 5 hours [D]	Touch	CR:p.3
□□□□□ Pass without Trace (V, S, DF] TARGET: 5 creatures touched; EFFECT: The subject or subjects of this				Touch	CK:p.3
Produce Flame	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.3
V, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear	in your open hand. [SR:Yes] Abjuration [Lawful]	1 standard action	5 minutes [D]	Touch	CR:p.3
□□□□□ <u>Protection from Chaos</u> (V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature fr					CK.p.s
□□□□ <u>Protection from Evil</u>	Abjuration [Good]	1 standard action	5 minutes [D]	Touch	CR:p.3
<ul> <li>V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature fr</li> <li>Protection from Good</li> </ul>	om attacks by evil creatures, from mental contro <b>Abjuration [Evil]</b>	l, and from summone 1 standard action	d creatures. [SR:No; see text; DC:15, Will r 5 minutes [D]	negates (harmless)] Touch	CR:p.3
V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature fr					Sp.10
□□□□□ Protection from Law	Abjuration [Chaotic]	1 standard action	5 minutes [D]	Touch	CR:p.3
(v, s, m/DF] TARGET: Creature touched; EFFECT: This spell wards a creature fr	om attacks by lawful creatures, from mental cor <b>Abjuration</b>	trol, and from summo 1 standard action	ned creatures. [ <b>SR:</b> No; see text; <b>DC:</b> 15, W 10 minutes; see text	ill negates (harmless)] Close (35 ft.)	CR:p.3
V, S] TARGET: 2 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i>					
□□□□□ <u>Sense Spirit Magic</u> (V, S] TARGET: you; <i>EFFECT:</i> Gain bonuses on identifying and resisting spells a	Divination	1 standard action	24 hours	Personal	ACG:p.1
.v, s) TARGET. you, EFFECT. Gain bonuses on identifying and resisting spens a	Enchantment (Compulsion) [Mind-Affecting	€1 round	5 minutes	Medium (150 ft.)	CR:p.3
V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; EF		come upon 4 HD of cre		Cl (25.6.)	<b>CD</b>
□□□□□Summon Nature's Ally I  V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to y	Conjuration (Summoning) our side a natural creature [typically an animal. t		5 rounds [D] sider with the elemental subtype, or a gia	Close (35 ft.) ntl. [ <b>SR:</b> No]	CR:p.3
Thorn Javelin	Conjuration (Creation) [Poison]	1 standard action	5 minutes [D]	0 Ft.	ACG:p.1
(V, S] TARGET: javelin-like thorn; EFFECT: Wield a javelin that sickens opponent	s when it strikes. [SR:no; DC:15, none] Transmutation	1 swift action	1 round	Close (35 ft.)	UI:p.2
□□□□□□Underbrush Decoy [5] TARGET: One non-creature plant of size Tiny, Small, or Medium; <i>EFFECT:</i> Cr				close (55 ft.)	01.p.z
□□□□ Wave Shield	Abjuration [Water]		1 round or until discharged	Personal	ACG:p.1
[V] TARGET: you; EFFECT: Water blunts one incoming attack or fire effect.	<u>.</u>		<u>.</u>		
LE'	VEL 2 / Per Day:3+1 ,	<sup>/</sup> Caster L	evel:5		
Name	School Enchantment (Compulsion) [Mind-Affecting to the computer of the compute	Time	Duration 5 minutes	Range Touch	Sour CR:p.2
<b>Aid</b> ( <b>V, S, DF] TARGET:</b> Living creature touched; <i>EFFECT:</i> Aid grants +1 morale bont	•	-		Touch	CK.p.2
□□□□ <u>Alter Self</u>	Transmutation (Polymorph)	1 standard action	5 minutes [D]	Personal	CR:p.2
(V, S, M] TARGET: You; EFFECT: You can assume the form of any Small or Medi	um creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectir	v1 minute	5 days	Close (35 ft.)	CR:p.2
□□□□□ Animal Messenger  V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to		•	Juays	close (55 ft.)	CR.p.z
Animal Purpose Training	Enchantment (Compulsion) [Mind-Affection	ı <b>ç</b> 1 minute	5 hours	Close (35 ft.)	ACG:p.1
V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a ne		1 standard action	Instantaneous	Touch	UM:p.2
	Necromancy [Evil]				
V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No	Necromancy [Evil]	i Staridard action			
□□□□□ <u>Animate Dead, Lesser</u> V, S, M] TARGET: One corpse; <i>EFFECT</i> : Create one skeleton or zombie. [SR:No □□□□□ <u>Augury</u>	Divination	1 minute	Instantaneous	Personal	CR:p.2
. Animate Dead, Lesser  V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No  Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular:	Divination action will bring good or bad results for you in tl	1 minute ne immediate future.	Instantaneous		
., S, MJ TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No]  V, S, MJ TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No]  V, S, M, FJ TARGET: You; EFFECT: An augury can tell you whether a particular:	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to	1 minute ne immediate future. 1 standard action the creature's existing	Instantaneous  50 minutes g natural armor bonus. [ <b>SR</b> :Yes (harmless)	Touch	CR:p.2
Animate Dead, Lesser  V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No  Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular of the state of t	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation	1 minute ne immediate future. 1 standard action the creature's existing 1 standard action	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless, 5 minutes	Touch )] Touch	CR:p.2
Animate Dead, Lesser  V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No  Jack State	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation	1 minute ne immediate future. 1 standard action the creature's existing 1 standard action	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless, 5 minutes	Touch )] Touch	CR:p.2
Animate Dead, Lesser  V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No  Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular of the state of t	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination	1 minute ne immediate future. 1 standard action the creature's existint 1 standard action a +4 enhancement bo 1 standard action	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless) 5 minutes nus to Constitution. [SR:Yes; DC:16, Will no	Touch )] Touch egates (harmless)] Personal	CR:p.2 CR:p.2 ACG:p.1
. S, MJ TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No ] Animate Dead, Lesser  V, S, M, F] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No ] Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular:  J J J J Barkskin  V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creat  J J J J Bear's Endurance  V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains g  J J J Beastspeak  S, DF] TARGET: you; EFFECT: Speak normally while in animal form.	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination Transmutation	1 minute ne immediate future, 1 standard action the creature's existin; 1 standard action a +4 enhancement bo 1 standard action 1 standard action	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless: 5 minutes nus to Constitution. [SR:Yes; DC:16, Will no 50 minutes 5 minutes	Touch )] Touch egates (harmless)]	CR:p.2 CR:p.2 ACG:p.1
Animate Dead, Lesser  V, S, M, TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No  Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular of Barkskin  V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creat  Bear's Endurance  V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains g  DDB Beastspeak  S, DF] TARGET: you; EFFECT: Speak normally while in animal form.  Bull's Strength  V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronge	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination Transmutation	1 minute ne immediate future. 1 standard action the creature's existing 1 standard action a +4 enhancement bo 1 standard action 1 standard action 1 standard action 1 standard action 1 [SR:Yes (harmless);	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless: 5 minutes nus to Constitution. [SR:Yes; DC:16, Will no 50 minutes 5 minutes	Touch )] Touch egates (harmless)] Personal	CR:p.2 CR:p.2 ACG:p.1 CR:p.2
. S, MJ TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No ] Animate Dead, Lesser  V, S, M, F] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No ] Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular:  J J J J Barkskin  V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creat  J J J J Bear's Endurance  V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains g  J J J Beastspeak  S, DF] TARGET: you; EFFECT: Speak normally while in animal form.	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination  Transmutation or granting a +4 enhancement bonus to Strength Transmutation more than 20 ft. apart; EFFECT: Targets easily file	1 minute ne immediate future, 1 standard action the creature's existint 1 standard action a +4 enhancement bo 1 standard action 1 standard action 1 standard action 1 immediate action at on water. [SR:yes (	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless) 5 minutes nus to Constitution. [SR:Yes; DC:16, Will ne 50 minutes  5 minutes  DC:16, Will negates (harmless)] up to 5 rounds [see text] object); DC:16, Will negates (harmless) or	Touch )] Touch egates (harmless)] Personal Touch Close (35 ft.) Will negates (object)]	CR:p.2 CR:p.2 ACG:p.1 CR:p.2
., s, M) TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No .] Animate Dead, Lesser  V, S, M, F] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No .] Augury  V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular and the state of the stat	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination  Transmutation r granting a +4 enhancement bonus to Strength Transmutation more than 20 ft. apart; EFFECT: Targets easily fide Evocation, FireSchool [Fire]	1 minute ne immediate future. 1 standard action the creature's existing 1 standard action a +4 enhancement bo 1 standard action 1 standard action 1 standard action 1. [SR:Yes (harmless); 1 immediate action	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless) 5 minutes nus to Constitution. [SR:Yes; DC:16, Will ne 50 minutes  5 minutes  DC:16, Will negates (harmless)] up to 5 rounds [see text]	Touch )] Touch gegates (harmless)] Personal Touch Close (35 ft.)	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 CR:p.2 ACG:p.1
N. S. M. TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No] Animate Dead, Lesser  V. S. M. F. TARGET: Now; EFFECT: An augury can tell you whether a particular and the state of the s	Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination  Transmutation r granting a +4 enhancement bonus to Strength Transmutation more than 20 ft. apart; EFFECT: Targets easily fide Evocation, FireSchool [Fire]	1 minute ne immediate future. 1 standard action the creature's existing 1 standard action a +4 enhancement bo 1 standard action 1 standard action 1 standard action i. [SR:Yes (harmless); 1 immediate action at on water. [SR:yes (	Instantaneous  50 minutes g natural armor bonus. [SR:Yes (harmless) 5 minutes nus to Constitution. [SR:Yes; DC:16, Will ne 50 minutes  5 minutes  DC:16, Will negates (harmless)] up to 5 rounds [see text] object); DC:16, Will negates (harmless) or	Touch )] Touch egates (harmless)] Personal Touch Close (35 ft.) Will negates (object)]	CR:p.2 CR:p.2 ACG:p.1 CR:p.2

	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.2
☐☐☐☐ Cure Moderate Wounds  ✓, S] TARGET: Creature touched; EFFECT: When laying your hand upon a livit	, , ,				/ill half: see
ext	Evocation [Darkness]	1 standard action	5 minutes [D]	Touch	CR:p.2
<b>J.J.J.J.<u>Darkness</u> /, M/DF] TARGET:</b> Object touched; <i>EFFECT:</i> This spell causes an object to rac		i standard action	5 minutes [D]	Touch	CK.p.2
Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.2
<b>v, s, DF] TARGET:</b> Creature touched; <i>EFFECT:</i> The subject becomes temporal	rily immune to poison. [SR:Yes (harmless); DC: Divination	<ol> <li>Fortitude negates (has a standard action)</li> </ol>	armless)] Concentration, up to 5 minutes [D]	60 ft.	UI:p.
<b>V,S] TARGET:</b> Cone-shaped emanation; <i>EFFECT:</i> As detect magic, but learn m	nore information. [SR:No]		,,		
DDDD Eagle's Splendor	Transmutation	1 standard action	5 minutes	Touch	CR:p.
<b>v, s, M/DF] TARGET:</b> Creature touched; <i>EFFECT:</i> The transmuted creature be	ecomes more poised, articulate, and personally Divination	forceful gaining a +4 er 1 minute	inancement bonus to Charisma. [SR:Yes; 5 minutes [D]	Long (600 ft.)	APG:p.
/, S, DF] TARGET: magical sensor; EFFECT: Creates a magical sensor high ab					
<b>Enthrall</b> <b>/, S] TARGET:</b> Any number of creatures; <i>EFFECT</i> : If you have the attention of	Enchantment (Charm) [Language-Depe		1 hour or less	Medium (150 ft.)	CR:p.
□□□□□False Life	Necromancy	1 standard action	5 hours or until discharged; see text	Personal	CR:p.
V, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant your	rself a limited ability to avoid death.  Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.
V, S, DF] TARGET: Sword-like beam; <i>EFFECT:</i> A 3-foot-long, blazing beam of r			3 minutes (B)		Cit.p.
IIII Focused Scrutiny	Divination	1 standard action	50 minutes [D]	Personal	ACG:p
<b>v, s] TARGET:</b> you; <i>EFFECT:</i> Gain skill bonuses when interacting with the targ	get. Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.
/, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out					
<b>□□□□□Gentle Repose</b> /, <b>s, M/DF] TARGET</b> : Corpse touched; <i>EFFECT</i> : You preserve the remains of a	Necromancy	1 standard action	5 days	Touch	CR:p
<b>Ghostbane Dirge</b>	Transmutation	1 standard action	5 rounds	Close (35 ft.)	APG:p
V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature	3 3 1		,	Description	ADC:-
<b>]                                    </b>	Transmutation, AirSchool ound while falling.	1 standard action	until landing or 5 minutes [D]	Personal	APG:p
Guiding Star	Divination	1 minute	5 days [D]	Personal	APG:p
V, S, M] TARGET: You; EFFECT: Know approximate distance from where you	cast this spell.  Enchantment (Compulsion) [Mind-Affec	tinc1 standard action	5 rounds [D]; see text	Medium (150 ft.)	CR:p.
<b>〕□□□□ <u>Hold Person</u> v, s, F/DF] TARGET:</b> One humanoid creature; <i>EFFECT:</i> The subject becomes	•	Will negates; see text]			
Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.
<b>v, s] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a cre	ature, you channel negative energy that deals : Necromancy [Poison]	2d8+5 points of damage 1 standard action	. [ <b>SR:</b> Yes; <b>DC:</b> 16, Will half] Permanent until discharged [D]	Touch	UI:p
<b>/,S,M] TARGET:</b> One dose of poison or one venomous creature; <b>EFFECT:</b> Del					
<b>Levitate</b> <b>/, S, F] TARGET:</b> You or one willing creature or one object [total weight up to	Transmutation, AirSchool	1 standard action	5 minutes [D]	Personal or Close	CR:p
1.5, F. TARGET: You or one willing creature or one object (total weight up to	Necromancy	1 standard action	5 minutes	Close (35 ft.)	ACG:p
				and the second s	
V, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more					CD
v, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more ODDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Transmutation	1 standard action	5 minutes	negates (harmless)] Touch	CR:p.
v, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more	Transmutation ecomes wiser gaining a +4 enhancement bonus Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action	5 minutes C:16, Will negates (harmless)] Instantaneous	Touch Close (35 ft.)	CR:p.
v, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more  \[ \begin{align*} \	Transmutation ecomes wiser gaining a +4 enhancement bonus Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action	5 minutes C:16, Will negates (harmless)] Instantaneous	Touch Close (35 ft.)	CR:p.
v, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more □□□□□□ OWI's Wisdom v, s, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature be □□□□□ Remove Paralysis v, s  TARGET: Up to four creatures, no two of which can be more than 30 ft. □□□□□□ Resist Energy	Transmutation  comes wiser gaining a +4 enhancement bonus  Conjuration (Healing)  apart; EFFECT: You can free one or more creatu  Abjuration, AirSchool, EarthSchool, Fire	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t	5 minutes  :16, Will negates (harmless)] Instantaneous  emporary paralysis or related magic. [SR  50 minutes	Touch  Close (35 ft.) k:Yes (harmless); <b>DC</b> :16, Will neg	CR:p
V, S, DF/M] TARGET: S willing living creatures, no two of which can be more  □□□□□ OWI's Wisdom  V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature be □□□□□ Remove Paralysis  V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft.  □□□□□ Resist Energy  V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature.	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t	5 minutes  :16, Will negates (harmless)] Instantaneous  temporary paralysis or related magic. [SR  50 minutes  es you select. [SR:Yes (harmless); DC:16,	Touch  Close (35 ft.) 8:Yes (harmless); <b>DC:</b> 16, Will neg.  Touch Fortitude negates (harmless)]	CR:p ates CR:p
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more  A, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature be  A S TARGET: Up to four creatures, no two of which can be more than 30 ft. narmless)]  A STARGET: Up to four creatures, no two of which can be more than 30 ft. narmless)]  A STARGET: Creature touched; EFFECT: This abjuration grants a creature touched; EFFECT: Chis abjuration grants a creature touched; EFFECT: Creature touched; EFFECT: Creature touched; EFFECT: Creature touched; EFFECT: Lesser restoration dispels any mag	Transmutation  ccomes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Scht1 standard action er one of five energy typ 3 rounds	5 minutes  2:16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous	Touch  Close (35 ft.) t:Yes (harmless); DC:16, Will neg.  Touch  Fortitude negates (harmless)]  Touch	CR:p ates CR:p CR:p
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more	Transmutation  ccomes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Scht1 standard action er one of five energy typ 3 rounds	5 minutes  2:16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous	Touch  Close (35 ft.) t:Yes (harmless); DC:16, Will neg.  Touch  Fortitude negates (harmless)]  Touch	CR:p.  CR:p.  CR:p.
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more  \( \), S, MJPT] TARGET: Creature touched; EFFECT: The transmuted creature be \( \) \( \) TARGET: Up to four creatures, no two of which can be more than 30 ft. \( \) TARGET: Up to four creatures, no two of which can be more than 30 ft. \( \) TARGET: Up to four creatures, no two of which can be more than 30 ft. \( \) TARGET: Up to four creatures, no two of which can be more than 30 ft. \( \) TARGET: Creature touched; \( \) EFFECT: This abjuration grants a creature touched; \( \) EFFECT: Lesser restoration dispels any magnarmless) \( \) TARGET: Creature touched; \( \) EFFECT: Lesser restoration dispels any magnarmless) \( \) TARGET: Creature touched; \( \) EFFECT: Lesser restoration dispels any magnarmless) \( \) TARGET: Creature touched; \( \) EFFECT: Lesser restoration dispels any magnarmless)	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  ical effects reducing one of the subject's ability Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po	5 minutes  2:16, Will negates (harmless)] Instantaneous Emporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous	Touch  Close (35 ft.) t:Yes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [Sf.	CR:p.  CR:p.  CR:p.  CR:p.  CR:p.  CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  ical effects reducing one of the subject's ability Conjuration (Healing)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Schr1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po	5 minutes  2:16, Will negates (harmless)] Instantaneous Emporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous	Touch  Close (35 ft.)  k:Yes (harmless); DC:16, Will neg.  Touch  Fortitude negates (harmless)]  Touch  of the subject's ability scores. [SF  Touch  of the subject's ability scores. [SF	CR:p ates CR:p CR:p R:Yes
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more U-U-U-OWI's Wisdom  Y, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature be U-U-U-DREST: Up to four creatures, no two of which can be more than 30 ft. narmless)]  W S] TARGET: Up to four creatures, no two of which can be more than 30 ft. narmless)]  W, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature to the companies of the com	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more creat Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ical effects reducing one of the subject's ability Conjuration (Healing) ical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emc	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Schr1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po totion1 standard action	5 minutes  2:16, Will negates (harmless)] Instantaneous temporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous 5 rounds or 1 round; see text for cause	Touch  Close (35 ft.) tyes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF	CR:p.  CR:p.  CR:p.  CR:p.  R:Yes  CR:p.  CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more DICIDIO MY'S Wisdom W, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature be DICIDIO Remove Paralysis W, S) TARGET: Up to four creatures, no two of which can be more than 30 ft. narmless)] DICIDIO Resist Energy W, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature DICIDIO ***********************************	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more creat Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ical effects reducing one of the subject's ability Conjuration (Healing) ical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emc	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of t Schr1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po totion1 standard action	5 minutes  2:16, Will negates (harmless)] Instantaneous temporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous 5 rounds or 1 round; see text for cause	Touch  Close (35 ft.) tyes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF	CR:p. ates  CR:p. CR:p. R:Yes  CR:p. CR:p. CR:p. CR:p. CR:p. CR:p. CR:p. CR:p.
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability Conjuration (Healing)  jical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emalapart; EFFECT: This spell functions like cause fe Abjuration  ng your companion creature. [SR:yes (harmless	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Schil standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cotion standard action ear, except that it causes 1 standard action est; DC:16, Will negates (h	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF touch of the subject's ability scores. [SF Close (35 ft.)	CR:p. ates  CR:p. R:Yes  CR:p. CR:p. CR:p. A:Yes  CR:p. A:Yes
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more United Notes and States. So willing living creatures, no two of which can be more than 30 ft. arminess.]  A, S, MJ TARGET: Up to four creatures, no two of which can be more than 30 ft. narmless.]  A, S, TARGET: Up to four creatures, no two of which can be more than 30 ft. narmless.]  A, S, TARGET: Treature touched; EFFECT: This abjuration grants a creature of the states.  A, S, TARGET: Creature touched; EFFECT: Lesser restoration dispels any magnamless.)  A, S, TARGET: Creature touched; EFFECT: Lesser restoration dispels any magnamless.)  A, S, TARGET: Creature touched; EFFECT: Lesser restoration dispels any magnamless.)  A, S, TARGET: Creature touched; EFFECT: Lesser restoration dispels any magnamless.)  A, S, TARGET: Creature touched; EFFECT: Lesser restoration dispels any magnamless.)  A, S, TARGET: This integrates (harmless.)  A, S, TARGET: 1 living creatures, no two of which can be more than 30 ft. artial)  B, Shield Companion  A, S, TARGET: your companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting the companion creature; EFFECT: As shield other, but affecting	Transmutation  Comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheu Conjuration (Healing)  iical effects reducing one of the subject's ability Conjuration (Healing)  iical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration  ng your companion creature. [SR:yes (harmless Transmutation [Poison]	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Schill standard action grounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po control standard action ear, except that it causes 1 standard action s); DC:16, Will negates (the	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D]	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg.  Touch  Fortitude negates (harmless)]  Touch  of the subject's ability scores. [SF  Touch  of the subject's ability scores. [SF  touch  for the subject's ability scores. [SF  touch  of the subject's ability scores. [SF  to become frightened. [SR:Yes; D	CR:p. ates  CR:p. R:Yes  CR:p. CR:p. CR:p. A:Yes  CR:p. A:Yes
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more	Transmutation  Comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheu Conjuration (Healing)  iical effects reducing one of the subject's ability Conjuration (Healing)  iical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration  ng your companion creature. [SR:yes (harmless Transmutation [Poison]	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Schill standard action grounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po control standard action ear, except that it causes 1 standard action s); DC:16, Will negates (the	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF touch of the subject's ability scores. [SF Close (35 ft.)	CR:p ates CR:p CR:p R:Yes CR:p CR:p A:Yes ACG:p ACG:p
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability Conjuration (Healing)  jical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Ema apart; EFFECT: This spell functions like cause fe Abjuration  ng your companion creature. [SR:yes (harmless Transmutation [Poison]  olants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force]  appears and attacks foes at a distance, as you of the source of the standard of the source of the so	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cotion1 standard action ear, except that it causes 1 standard action expection standard action expection standard action to partial and Fortiude ne 1 standard action to partial and Fortiude ne 1 standard action it partial and Fortiude ne 1 standard action direct it, dealing 1d8+1 fe	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] 6 marmless)] 5 minutes [D] 6 gates (see text), Reflex partial; see text] 5 rounds [D] 6 rounds [D] 7 rounds [D]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)	CR:p  CR:p  CR:p  CR:p  CR:p  CR:p  CR:p  ACG:p  CR:p
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing) itical effects reducing one of the subject's ability Conjuration (Healing) itical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] olants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Schill standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cotion1 standard action ear, except that it causes 1 standard action expertial and Fortitude in 1 standard action x partial and Fortitude in 1 standard action direct it, dealing 1d8+1 for 1 round	5 minutes 2:16, Will negates (harmless)] Instantaneous seemporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gagates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg. Touch of the subject's ability scores. [SI Touch of the subject's ability scores. [SI Touch of the subject's ability scores. [SI Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)	CR:p  CR:p  CR:p  CR:p  CR:p  CR:p  CR:p  ACG:p  CR:p
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing) itical effects reducing one of the subject's ability Conjuration (Healing) itical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] olants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning)	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the Schill standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cotion1 standard action ear, except that it causes 1 standard action expertial and Fortitude in 1 standard action x partial and Fortitude in 1 standard action direct it, dealing 1d8+1 for 1 round	5 minutes 2:16, Will negates (harmless)] Instantaneous seemporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gagates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg. Touch of the subject's ability scores. [SI Touch of the subject's ability scores. [SI Touch of the subject's ability scores. [SI Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)	CR:p
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and the companient of the	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability Conjuration (Healing)  jical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Ema apart; EFFECT: This spell functions like cause fe Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] olants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you o Conjuration (Summoning) summon nature's ally I, except that you summo Conjuration (Summoning) son a swarm of bats, rats, or spiders [your choi	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of it Schil standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cition standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortiude ne 1 standard action it partial and Fortiude ne 1 standard action direct it, dealing 1d8+1 fr 1 round on one 2nd-level creatur 1 round (ce), which attacks all others	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one Instantaneous ints of temporary ability damage to one 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gardes (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] or 1d3 1st-level creatures of the same I concentration + 2 rounds eer creatures within its area. [SR:No]	Touch  Close (35 ft.) R:Yes (harmless); DC:16, Will neg Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF Close (35 ft.) Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more creature limited protection from damage of whichew Conjuration (Healing)  ical effects reducing one of the subject's ability  Conjuration (Healing)  ical effects reducing one of the subject's ability  Conjuration (Healing)  ical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause feapart; EFFECT: This spell functions li	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action ere one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po cotion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortitude nt 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] egates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] eo or 1d3 1st-level creatures of the same I Concentration + 2 rounds ere creatures within its area. [SR:No] 5 hours [D]	Touch  Close (35 ft.) ttYes (harmless); DC:16, Will neg. Touch of the subject's ability scores. [SF Touch of the subject's ability scores. [SF Close (35 ft.) Long (600 ft.) Medium (150 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.)	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and the company of t	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ijical effects reducing one of the subject's ability Conjuration (Healing) ijical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration ng your companion creature. [SR:yes (harmles: Transmutation [Poison] Jalants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning) summon nature's ally I, except that you summo Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choi Transmutation [WoodSchool] a Large living tree or shrub or a Large dead tree Transmutation	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po obtion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ary partial and Fortitude no 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] egates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage within its area. [SR:No] 5 hours [D] ber or 1d3 1st-level creatures of the same (Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous	Touch  Close (35 ft.) tt:Yes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [Si Touch of the subject's ability scores. [Si temedium (150 ft.) to become frightened. [Si:Yes; D Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Personal Close (35 ft.)	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and a company of the	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ijical effects reducing one of the subject's ability Conjuration (Healing) ijical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration ng your companion creature. [SR:yes (harmles: Transmutation [Poison] Jalants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning) summon nature's ally I, except that you summo Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choi Transmutation [WoodSchool] a Large living tree or shrub or a Large dead tree Transmutation	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po obtion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ary partial and Fortitude no 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] egates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage within its area. [SR:No] 5 hours [D] ber or 1d3 1st-level creatures of the same (Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous	Touch  Close (35 ft.) tt:Yes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [Si Touch of the subject's ability scores. [Si temedium (150 ft.) to become frightened. [Si:Yes; D Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Personal Close (35 ft.)	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and the company of t	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more creatu Abjuration, AirSchool, EarthSchool, Fire: relimited protection from damage of whicheve Conjuration (Healing) gical effects reducing one of the subject's ability Conjuration (Healing) gical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration apart; EFFECT: This spell functions like cause for Abjuration apart; EFFECT: This spell functions like cause for Abjuration apart; EFFECT: This spell functions like cause for Abjuration apart; EFFECT: This spell functions like cause for Abjuration apart; EFFECT: This spell functions like cause for Abjuration pour companion creature. [SR:yes (harmless Transmutation [Poison] slants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning) summon nature's ally I, except that you summon Conjuration (Summoning) and a swarm of bats, rats, or spiders [your choin Transmutation [WoodSchool] at Large living tree or shrub or a Large dead tree Transmutation acuse wood to bend and warp, permanently di Conjuration (Creation)  EFFECT: Create a comfortable shelter made of	1 standard action s to Wisdom. [SR:Yes; Dt 1 standard action ures from the effects of it Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po stiol1 standard action ear, except that it causes 1 standard action ex partial and Fortitude no 1 standard action in the standard action in the standard action on one 2nd-level creatur 1 round col, which attacks all ott 1 standard action e trunk with a small num 1 standard action estroying its straightnes 1 minute webbing. [SR:No]	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] agates (see text), Reflex partial; see text) 5 rounds [D] rore damage per hit. [SR:Yes] 5 rounds [D] e or 1d3 1st-level creatures of the same of the concentration + 2 rounds 15 hours [D] be of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D 5 hours [D]	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg. Touch of the subject's ability scores. [SF Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)  Close (35 ft.)  Personal  Close (35 ft.)  C:16, Will negates (object)]  Close (35 ft.)	CR:p. CR:p. R:Yes CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and the company of t	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing) ical effects reducing one of the subject's ability Conjuration (Healing) ical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] Jaints have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you or Conjuration (Summoning) summon nature's ally I, except that you summon conjuration (Summoning) on a swarm of bats, rats, or spiders [your choi Transmutation [WoodSchool]] to Large living tree or shrub or a Large dead tree Transmutation cause wood to bend and warp, permanently de Conjuration (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  EFFECT: Create a comfortable shelter made of Transmutation	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po btion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action e trunk with a small num 1 standard action estroying its straightnes 1 minute webbing. [SR:No] 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless]] 5 minutes [D] gagates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] breatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D Instantaneous	Touch  Close (35 ft.)  tt:Yes (harmless); DC:16, Will neg. Touch  Fortitude negates (harmless)]  Touch of the subject's ability scores. [Si  Touch of the subject's ability scores. [Si  temedium (150 ft.) to become frightened. [Si:Yes; D  Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)	CR:p. CR:p. R:Yes  CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and the company of t	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ical effects reducing one of the subject's ability Conjuration (Healing) ical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] Jaints have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning) summon nature's ally I, except that you summon conjuration (Summoning) on a swarm of bats, rats, or spiders [your choindon of the summoning of the summoning of the summoning of the summoning or summon nature's ally I, except that you summon nature's ally I,	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po btion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action estroying its straightnes 1 minute webbing. [SR:No] 1 standard action ing piece of wood into all into the strain of the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action into the standard act	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless]] 5 minutes [D] gagates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] breatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D Instantaneous ny shape that suits your purpose. [SR:Yes)	Touch  Close (35 ft.)  tt:Yes (harmless); DC:16, Will neg. Touch  Fortitude negates (harmless)]  Touch of the subject's ability scores. [Si  Touch of the subject's ability scores. [Si  temedium (150 ft.) to become frightened. [Si:Yes; D  Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)	CR:p. CR:p. R:Yes  CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and a creature by a companies. Willing living creatures, no two of which can be more than 30 ft. In the companies. Willing the com	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability  Conjuration (Healing)  jical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration  Ing your companion creature. [SR:yes (harmless Transmutation [Poison]  Jolants have sickening sap. [SR:no; DC:16, Reflee Evocation [Force]  appears and attacks foes at a distance, as you conjuration (Summoning)  summon nature's ally J, except that you summon conjuration (Summoning)  summon nature's ally J, except that you summon conjuration (Summoning)  summon nature's ally J, except that you summon as warm of bats, rats, or spiders [your choin transmutation [WoodSchool]]  to Large living tree or shrub or a Large dead tree transmutation  cause wood to bend and warp, permanently de Conjuration (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  CT: Wood shape enables you to form one existication.	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po otion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortitude nt 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk in standard action et runk of the standard action of the standard a	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] harmless]] 5 minutes [D] pagates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce te damage per hit. [SR:Yes] 5 rounds [D] ber of lad 1st-level creatures of the same I Concentration + 2 rounds ere creatures within its area. [SR:No] 5 hours [D] biber of limbs. Instantaneous 5, form, and strength. [SR:Yes (object); D 5 hours [D] Instantaneous ny shape that suits your purpose. [SR:Yes]	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg. Touch of the subject's ability scores. [SI Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)  Close (35 ft.)  Personal  Close (35 ft.)  C:16, Will negates (object)] Close (35 ft.)  Touch Touch Scipcit (35 ft.)  Touch Scipcit (35 ft.)  Touch Scipcit (35 ft.)  Touch	CR:p. CR:p. R:Yes CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and a creature by the companion of the companion	Transmutation  comes wiser gaining a +4 enhancement bonus Conjuration (Healing) apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whicheve Conjuration (Healing) ical effects reducing one of the subject's ability Conjuration (Healing) ical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration ng your companion creature. [SR:yes (harmless Transmutation [Poison] Jaints have sickening sap. [SR:no; DC:16, Reflex Evocation [Force] appears and attacks foes at a distance, as you of Conjuration (Summoning) summon nature's ally I, except that you summon conjuration (Summoning) on a swarm of bats, rats, or spiders [your choindon of the summoning of the summoning of the summoning of the summoning or summon nature's ally I, except that you summon nature's ally I,	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po btion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action estroying its straightnes 1 minute webbing. [SR:No] 1 standard action ing piece of wood into all into the strain of the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action ing piece of wood into all into the standard action into the standard act	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. Instantaneous ints of temporary ability damage to one. 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless]] 5 minutes [D] gagates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] breatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D Instantaneous ny shape that suits your purpose. [SR:Yes)	Touch  Close (35 ft.)  tt:Yes (harmless); DC:16, Will neg. Touch  Fortitude negates (harmless)]  Touch of the subject's ability scores. [Si  Touch of the subject's ability scores. [Si  temedium (150 ft.) to become frightened. [Si:Yes; D  Close (35 ft.)  Long (600 ft.)  Medium (150 ft.)  Close (35 ft.)	CR:p. CR:p. R:Yes  CR:p.
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more companied by the companied by th	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire rel limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability Conjuration (Healing)  jical effects reducing one of the subject's ability Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration  ng your companion creature. [SR:yes (harmless Transmutation [Poison]  olants have sickening sap. [SR:no; DC:16, Reflex Evocation [Force]  papears and attacks foes at a distance, as you of Conjuration (Summoning)  summon nature's ally I, except that you summore Conjuration (Summoning)  to an awarm of bats, rats, or spiders [your choid Transmutation [WoodSchool]]  be Large living tree or shrub or a Large dead tree Transmutation  cause wood to bend and warp, permanently de Conjuration (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  CT: Wood shape enables you to form one existic  EVEL 3 / Per Day: 2+1  School Transmutation  Vyou down.	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po otion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortiude ne 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round end, which attacks all oth 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk of the standard action et runk in standard action et runk in standard action ing piece of wood into an  / Caster L Time 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] 6 minutes [D] 7 minutes [D] 8 minutes [D] 9 or dal 3 ist-level creatures of the same incompany ability of the same incompany ability of the same incompany and incompan	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg Touch of the subject's ability scores. [SI Close (35 ft.) to become frightened. [SR:Yes; D Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Personal  Close (35 ft.)  C:16, Will negates (object)] Close (35 ft.)  Touch S (object); DC:16, Will negates (ob	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more and a creature by a companion of the companion of	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  itical effects reducing one of the subject's ability  Conjuration (Healing)  itical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause feapart; EFFECT: Greate at a distance, as you conjuration (Summoning)  In a swarm of bats, rats, or spiders [your choid Transmutation [WoodSchool]]  In Large living tree or shrub or a Large dead tree Transmutation [WoodSchool]  In Large living tree or shrub or a Large dead tree Transmutation (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  CT: Wood shape enables you to form one existing the seapart of the properties of transmutation	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po obtion1 standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortitude not a standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round et runk with a small num 1 standard action et trunk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action et runk of the standard action ing piece of wood into ar  / Caster L Time 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D 5 hours [D] Instantaneous ny shape that suits your purpose. [SR:Yes] Level: 5 Duration 50 minutes [D] Instantaneous	Touch  Close (35 ft.)  t:Yes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [Si Touch of the subject's ability scores. [Si temperature of the subject's ability scores. [Si touch close (35 ft.) Touch s (object); DC:16, Will negates (object)] Range	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more companies. The transmuted creature by the companies of the companies of the companies of the companies of the companies. The companies of the companies	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  itical effects reducing one of the subject's ability  Conjuration (Healing)  itical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause feapart; EFFECT: Greate at a distance, as you conjuration (Summoning)  In a swarm of bats, rats, or spiders [your choid Transmutation [WoodSchool]]  In Large living tree or shrub or a Large dead tree Transmutation [WoodSchool]  In Large living tree or shrub or a Large dead tree Transmutation (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  CT: Wood shape enables you to form one existing the seapart of the properties of transmutation	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po obtion1 standard action ear, except that it causes 1 standard action ex partial and Fortitude n 1 standard action direct it, dealing 1d8+1 for 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et runk with a small num 1 standard action et runk with a small num 1 standard action ing piece of wood into ar  / Caster L Time 1 standard action 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D 5 hours [D] Instantaneous ny shape that suits your purpose. [SR:Yes] Level: 5 Duration 50 minutes [D] Instantaneous	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg Touch of the subject's ability scores. [SI Close (35 ft.) to become frightened. [SR:Yes; D Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Personal  Close (35 ft.)  C:16, Will negates (object)] Close (35 ft.)  Touch S (object); DC:16, Will negates (ob	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more companied by the companied by th	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire rel limited protection from damage of whichew Conjuration (Healing)  jical effects reducing one of the subject's ability  Conjuration (Healing)  jical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause for Abjuration  ng your companion creature. [SR:yes (harmless Transmutation [Poison]  olants have sickening sap. [SR:no; DC:16, Reflee Evocation [Force]  appears and attacks foes at a distance, as you of Conjuration (Summoning)  summon nature's ally I, except that you summon Conjuration (Summoning)  to an a swarm of bats, rats, or spiders [your choin transmutation [WoodSchool]]  to Large living tree or shrub or a Large dead tree Transmutation  cause wood to bend and warp, permanently de Conjuration (Creation)  EFFECT: Create a comfortable shelter made of Transmutation  CT: Wood shape enables you to form one existing  EVEL 3 / Per Day:2+1  School Transmutation  Oryou down.  Necromancy [Evil]  undead skeletons or zombies that obey your spidivination	1 standard action s to Wisdom, [SR:Yes; DC 1 standard action ures from the effects of to Sch1 standard action er one of five energy typ 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po et in the effects of the energy typ 3 rounds y scores or cures 1d4 po betion standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ex partial and Fortiude ne 1 standard action direct it, dealing 1d8+1 fr 1 round on one 2nd-level creatur 1 round cel, which attacks all oth 1 standard action et trunk with a small num 1 standard action et trunk with a small num 1 standard action estroying its straightnes 1 minute webbing, [SR:No] 1 standard action ing piece of wood into an  / Caster L Time 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] gardles (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] ber of limbs. instantaneous see creatures within its area. [SR:No] 5 hours [D] instantaneous ny shape that suits your purpose. [SR:Yes  EVEL:5  Duration 50 minutes [D]  Instantaneous lo] 5 minutes [D]  Instantaneous lo] 5 minutes [D]	Touch  Close (35 ft.)  R:Yes (harmless); DC:16, Will neg Touch Touch of the subject's ability scores. [SI Touch (ISR:Yes; D Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Personal  Close (35 ft.)  C:16, Will negates (object)] Close (35 ft.)  Touch S (object); DC:16, Will negates (ob Range Personal  Touch Personal	CR:p ates  CR:p CR:p R:Yes  CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR:
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more companies. The transmuted creature by the companies of the companies of the companies of the companies of the companies. The companies of the companies	Transmutation  Conjuration (Healing)  apart; EFFECT: You can free one or more create Abjuration, AirSchool, EarthSchool, Fire re limited protection from damage of whichew Conjuration (Healing)  ical effects reducing one of the subject's ability  Conjuration (Healing)  ical effects reducing one of the subject's ability  Necromancy [Fear, Mind-Affecting, Emcapart; EFFECT: This spell functions like cause fe Abjuration  ing your companion creature. [SR:yes (harmless Transmutation [Poison]  olants have sickening sap. [SR:no; DC:16, Reflee Evocation [Force]  appears and attacks foes at a distance, as you conjuration (Summoning)  summon nature's ally I, except that you summon conjuration (Summoning)  summon nature's ally I, except that you summon conjuration (Summoning)  in a swarm of bats, rats, or spiders [your choin transmutation [WoodSchool]]  to Large living tree or shrub or a Large dead tree transmutation  cause wood to bend and warp, permanently de Conjuration (Creation)  EFFECT: Create a comfortable shelter made of transmutation  CT: Wood shape enables you to form one existing the company of the co	1 standard action s to Wisdom. [SR:Yes; DC 1 standard action ures from the effects of the standard action er one of five energy type 3 rounds y scores or cures 1d4 po 3 rounds y scores or cures 1d4 po bition standard action ear, except that it causes 1 standard action ear, except that it causes 1 standard action ear, except that if causes 1 standard action ear, except that it causes 1 standard action on captial and Fortitude not a standard action direct it, dealing 1d8+1 for 1 round cee], which attacks all oth 1 standard action et runk with a small num 1 standard action estroying its straightnes 1 minute webbing. [SR:No] 1 standard action ing piece of wood into an  / Caster L Time 1 standard action	5 minutes 2:16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR 50 minutes es you select. [SR:Yes (harmless); DC:16, Instantaneous ints of temporary ability damage to one- Instantaneous ints of temporary ability damage to one- 5 rounds or 1 round; see text for cause all targeted creatures of less than 6 HD 5 hours [D] narmless)] 5 minutes [D] eagates (see text), Reflex partial; see text) 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); D 5 hours [D] Instantaneous ny shape that suits your purpose. [SR:Yes)  Level:5 Duration 50 minutes [D] Instantaneous Instantaneous	Touch  Close (35 ft.) tt:Yes (harmless); DC:16, Will neg. Touch Fortitude negates (harmless)] Touch of the subject's ability scores. [Si Touch of the subject's ability scores. [Si temperature of the subject of the su	CR:p. CR:p. R:Yes CR:p.

Call Lightning	Shaman Sp	CIIJ			
( <b>y, S] TARGET:</b> One or more 30-ftlong vertical lines of lightning; <i>EFFECT:</i> Immed soils of lightning; <i>EFFECT:</i> Immed soints of electricity damage. [SR:Yes; DC:17, Reflex half]	<b>Evocation [Electricity]</b> diately upon completion of the spell, and once	1 round per round thereafter,	5 minutes you may call down a 5-foot-wide, 30-foot	Medium (150 ft.) -long, vertical bolt of lightning th	CR:p.25 at deals 3d
□□□□ <u>Clairaudience/Clairvoyance</u>	Divination (Scrying)	10 minutes	5 minutes [D]	Long (600 ft.)	CR:p.25
/, S, F/DF] TARGET: Magical sensor; EFFECT: Clairaudience/clairvoyance creates Create Food and Water	s an invisible magical sensor at a specific locati Conjuration (Creation)	on that enables you to 10 minutes	hear or see almost as if you were there. 24 hours; see text	[SR:No] Close (35 ft.)	CR:p.26
, S] TARGET: Food and water to sustain 15 humans or 5 horses for 24 hours; E					
<b>DDDD</b> Cure Serious Wounds , <b>s] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living o	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.26
xt]		1 standard action		Touch	
IDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Evocation [Light] spell, causing the object to shed bright light in Evocation [Darkness]		50 minutes [D] lo] 5 minutes [D]	Touch	CR:p.26
/, <b>M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell functions as darkness, exc	cept that objects radiate darkness in a 60-foot i	adius and the light le			
Deep Slumber  V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; EFFE		affects 10 HD of targ		Close (35 ft.)	CR:p.26
<b></b>	Abjuration	1 standard action	Instantaneous	Medium (150 ft.)	CR:p.27
nother spellcaster's spell. [SR:No]			5 rounds		
☑□□□□□Dominate Animal V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted	Enchantment (Compulsion) [Mind-Affectin d animal and direct it with simple commands s			Close (35 ft.) esl	CR:p.2
DDDD <u>Fly</u>	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.28
v, s, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 	feet [or 40 feet if it wears medium or heavy arr Conjuration [Creation]	nor, or if it carries a m 1 standard action	edium or heavy load]. [SR:Yes (harmless concentration + 5 rounds	); <b>DC:</b> 17, Will negates (harmless) 30 Ft.	ACG:p.18
V, S, M] TARGET: 30-ftradius emanation centered on you; EFFECT: When allies	cast your spirit's spells, they gain other bonus		negates (harmless)]		
Hex Glyph	Abjuration	10 minutes	Permanent until discharged [D]	Touch	ACG:p.18
V, S, M] TARGET: Object touched or up to 25 sq. ft.; EFFECT: Inscription casts yo □□□□□Inflict Serious Wounds	ur nex on those who pass it. [ <b>SR:</b> no (object) an <b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.30
V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature	re, you channel negative energy that deals 3d8			Touch	CD:- 31
□□□□□ Magic Circle against Chaos  V. S. M/DF] TARGET: 10-ftradius emanation from touched creature; <i>EFFECT</i> : Al		1 standard action protection from chac	50 minutes os spell, and chaotic summoned creature	Touch s cannot enter the area either. [ <b>S</b> ]	CR:p.30 R:No: see
ext; <b>DC:</b> 17, Will negates (harmless)]					
□□□□□ <u>Magic Circle against Evil</u> v, s, M/DF] TARGET: 10-ftradius emanation from touched creature; <i>EFFECT</i> : Al	Abjuration [Good] Il creatures within the area gain the effects of a	1 standard action protection from evil :	50 minutes spell, and evil summoned creatures cann	Touch ot enter the area either. [SR:No;	CR:p.30 see text;
C:17, Will negates (harmless)]	Abjuration [Evil]	1 standard action	50 minutes	Touch	CR:p.30
□□□□□ <u>Magic Circle against Good</u> v, s, M/DF] TARGET: 10-ftradius emanation from touched creature; <i>EFFECT</i> : Al					
DC:17, Will negates (harmless)]	Abjuration [Chaotic]	1 standard action	50 minutes	Touch	CR:p.30
V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT: Al					
OC:17, Will negates (harmless)]	Transmutation	1 standard action	5 hours	Touch	CR:p.3
V, S, DF] TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or					
□□□□□ Mantle of Calm  V. S. DF] TARGET: you; EFFECT: Neutralize the rage effects of those who have at	Enchantment (Compulsion) [Emotion, Min		5 rounds [D]	Personal	ACG:p.18
Mindlocked Messenger	Enchantment (Compulsion) [Language-De		permanent until discharged [see text]	Close (35 ft.)	ACG:p.18
V, S] TARGET: one willing living creature; EFFECT: Target gains a message that c	can be given only to its intended recipient. [SR: Conjuration (Creation) [Poison]	yes (harmless); <b>DC:</b> 17 1 standard action	, Will negates (harmless)] 5 rounds	Medium (150 ft.)	ACG:p.18
□□□□□ Nauseating Trail  V, S, M] TARGET: one willing creature; EFFECT: Creature leaves a trail of stinkinc				Wediam (150 ft.)	Aca.p. 10
□□□□ * <u>Neutralize Poison</u>	Conjuration (Healing)	1 standard action	Instantaneous or 50 minutes; see text	Touch	CR:p.31
V, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; <i>EFFECT</i> : You d □□□□□□ Pierce Disquise	detoxify any sort of venom in the creature or ob Divination	oject touched. [ <b>SR:</b> Yes 1 standard action	(harmless, object); <b>DC:</b> 17, Will negates (l 5 minutes	narmless, object)] Personal	ACG:p.19
V, S] TARGET: you; EFFECT: See through low-level magical disguises.					·
□□□□□ Pocketful of Vipers  V.S.M] TARGET: Object touched; EFFECT: Ward a container with summoned vipe	Conjuration (Summoning)	1 round	5 hours or until discharged [D]		UI:p.2
	[CD:N DC:17   Ftit	1104114	5 Hours of artificial gea [5]	Touch	01.p.za
	ers. [SR:No; DC:17, Fortitude negates (object)] Transmutation (Polymorph)	1 standard action	5 minutes [D]	Touch Close (35 ft.)	
Dolymorph Familiar  V, S] TARGET: your familiar; EFFECT: Give your familiar the shape of another ani	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none]	1 standard action	5 minutes [D]	Close (35 ft.)	ACG:p.19
<b>□□□□□ Polymorph Familiar</b> V, S] TARGET: your familiar; EFFECT: Give your familiar the shape of another ani □□□□□□ Protection from Energy	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch	1 standard action	5 minutes [D] 50 minutes or until discharged	Close (35 ft.)	ACG:p.19
New York Standard Sta	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing)	1 standard action of standard action ecify when you cast it 1 standard action	5 minutes [D] 50 minutes or until discharged [SR:Yes (harmless); DC:17, Fortitude nei Instantaneous	Close (35 ft.)	ACG:p.19
V, S) TARGET: Your familiar:  V, S) TARGET: your familiar; EFFECT: Give your familiar the shape of another ani  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing)	1 standard action of standard action ecify when you cast it 1 standard action Fortitude negates (ha	5 minutes [D] 50 minutes or until discharged [SR:Yes (harmless); DC:17, Fortitude net Instantaneous Irmless)]	Close (35 ft.)  Touch gates (harmless)]  Touch	ACG:p.19 CR:p.32 CR:p.33
¬ Polymorph Familiar  V, S] TARGET: your familiar; EFFECT: Give your familiar the shape of another ani      ¬ Totection from Energy  V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants ten      ¬ Pemove Blindness/Deafness  V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blin  Remove Curse	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing) andness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha	1 standard action of standard action ecify when you cast it 1 standard action Fortitude negates (ha 1 standard action	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude ner Instantaneous  irmless)]  Instantaneous	Close (35 ft.)  Touch gates (harmless)] Touch  Touch	CR:p.33 CR:p.33 CR:p.33
	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration It curses on an object or a creature. [SR:Yes (ha Conjuration (Healing)	1 standard action	5 minutes [D]  50 minutes or until discharged  [\$R:Yes (harmless); DC:17, Fortitude nei Instantaneous  Instantaneous  egates (harmless)]  Instantaneous	Close (35 ft.)  Touch gates (harmless)]  Touch	CR:p.3: CR:p.3: CR:p.3:
N, S) TARGET: Creature touched; EFFECT: Remove disease can cure all diseases V, S) TARGET: Creature touched; EFFECT: Remove during the same of another and the same of the sam	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration It curses on an object or a creature. [SR:Yes (ha Conjuration (Healing)	1 standard action	5 minutes [D]  50 minutes or until discharged  [\$R:Yes (harmless); DC:17, Fortitude nei Instantaneous  Instantaneous  egates (harmless)]  Instantaneous	Close (35 ft.)  Touch gates (harmless)] Touch  Touch	ACG:p.19 CR:p.33 CR:p.33 CR:p.33
V, S) TARGET: Your familiar; V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants tender of the provided of the pr	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch porary immunity to the type of energy you sp Conjuration (Healing) indness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold, rkvision] within it and causes the ground in the	1 standard action at standard action ecify when you cast it 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will n 1 standard action armless); DC:17, Fortit 11 standard action area to be icy. [SR:Nc	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude net . Instantaneous . Ins	Close (35 ft.)  Touch gates (harmless)] Touch  Touch  Touch  Long (600 ft.)	ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.33
V, S) TARGET: Creature touched; EFFECT: Remove disease can cure all diseases: V, S) TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless deafness cures deafness cures deafness dea	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold trkvision] within it and causes the ground in the Necromancy [Language-Dependent]	1 standard action  1 area to be icy. [SR:No. 10 minutes	5 minutes [D]  50 minutes or until discharged (SR:Yes (harmless); DC:17, Fortitude ner Instantaneous Irmless)] Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds 0] 5 minutes	Close (35 ft.)  Touch gates (harmless)]  Touch  Touch  Touch	ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.33
N, S) TARGET: Creature touched; EFFECT: Remove disease can cure all diseases  V, S) TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless diseases  V, S) TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless/deafness cures blindless/deafness/deaf	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold trkvision] within it and causes the ground in the Necromancy [Language-Dependent]	1 standard action  1 area to be icy. [SR:No. 10 minutes	5 minutes [D]  50 minutes or until discharged (SR:Yes (harmless); DC:17, Fortitude ner Instantaneous Irmless)] Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds 0] 5 minutes	Close (35 ft.)  Touch gates (harmless)] Touch  Touch  Touch  Long (600 ft.)	ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34
V, S, TARGET: your familiar; EFFECT: Give your familiar the shape of another and a protection from Energy V, S, DF] TARGET: Your familiar; EFFECT: Give your familiar the shape of another and a protection from Energy grants tended in the state of the st	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] thio; DC:17, Will negates (see text)]	1 standard action  1 standard action  1 standard action  1 standard action  Fortitude negates (ha  1 standard action  rmless); DC:17, Will n  1 standard action  rmless); DC:17, Fortit  1 standard action  area to be icy. [SR:No.  10 minutes  ::No; DC:17, Will nega  10 minutes	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude net . Instantaneous . Ins	Touch gates (harmless)] Touch Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text]	ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG:p.19
V, S) TARGET: One dead creature; EFFECT: You grant the semblance of life to.  V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants ten energy grants from the semblance of life to protection from the grants grants ten energy grants the semblance of life to protection from the grants gr	Transmutation (Polymorph) imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration (WaterSchool (Creation) [Cold rkwision] within it and causes the ground in the Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation	1 standard action ecify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will n 1 standard action area to be icy. [SR:No 10 minutes 10 minutes 1 standard action	5 minutes [D]  50 minutes or until discharged [SR:Yes (harmless); DC:17, Fortitude nee Instantaneous Irrnless)] Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds  5 minutes tes; see text] 5 minutes 5 minutes	Touch Jouch Touch Touch Touch Touch Touch Long (600 ft.)	ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 ACG:p.19
W, S, TARGET: Creature touched; EFFECT: Remove curse can remove all with Dead W, S, TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even daily. S, De] TARGET: Creature touched; EFFECT: Protection from energy grants ten Dilling and the sense of another anion of the sense of the	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch porary immunity to the type of energy you sp Conjuration (Healing) Indiness or deafness. [SR:Yes (harmless); DC:17, Abjuration Ill curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation)] Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] transmutation ransmutation ressfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso	1 standard action edify when you cast it 1 standard action Fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action minless); DC:17, Will In 1 standard action minless); DC:17, Fortit 1 standard action area to be icy. [SR:No: 10 minutes LiNo; DC:17, Will nega 10 minutes 1 standard action 17, Fortitude negates (ha) 18 standard action 17, Fortitude negates (ha) 18 standard action 18 standard action	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude ner Instantaneous  rrmless)] Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds 0; 5 minutes tes; see text] 5 minutes See text)] 5 rounds	Touch Jates (harmless)] Touch Touch Touch Touch Long (600 ft.)  10 ft. 10 Ft. [see text] Medium (150 ft.)	ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG:p.19
V, S, TARGET: Open dead creature; EFFECT: Driving sleet blocks all sight [even daw V, S, DF] TARGET: Open dead creature; EFFECT: Driving sleet blocks all sight [even daw V, S, DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness/Deafness V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness/Deafness V, S] TARGET: Creature touched; EFFECT: Remove curse can remove allowing the common state of the common state	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch porary immunity to the type of energy you sp Conjuration (Healing) Indiness or deafness. [SR:Yes (harmless); DC:17, Abjuration Ill curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation)] Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] transmutation ransmutation ressfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso	1 standard action edify when you cast it 1 standard action Fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action minless); DC:17, Will In 1 standard action minless); DC:17, Fortit 1 standard action area to be icy. [SR:No: 10 minutes LiNo; DC:17, Will nega 10 minutes 1 standard action 17, Fortitude negates (ha) 11 standard action 17, Fortitude negates (ha) 11 standard action 17, Fortitude negates (ha) 11 standard action	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude ner Instantaneous  rrmless)] Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds 0; 5 minutes tes; see text] 5 minutes See text)] 5 rounds	Touch Jates (harmless)] Touch Touch Touch Touch Long (600 ft.)  10 ft. 10 Ft. [see text] Medium (150 ft.)	ACG;p.19 CR:p.3; CR:p.3; CR:p.3; CR:p.3; CR:p.34 ACG;p.19 ACG;p.19 CR:p.34
W, S, TARGET: One dead creature; EFFECT: You grant the semblance of life to y, S, DF] TARGET: One haunt; EFFECT: Haunt answers one question/2 levels. [SR DF] TARGET: Colled with Haunt v, S, DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless. [SR DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless. [SR DF] TARGET: Creature or object touched; EFFECT: Remove curse can remove ald [ST DF] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases [ST DF] [ST DF] TARGET: Creature touched; EFFECT: Driving sleet blocks all sight [even data [ST DF] TARGET: Creature touched; EFFECT: Driving sleet blocks all sight [even data [ST DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to [ST DF] TARGET: One haunt; EFFECT: Haunt answers one question/2 levels. [SR DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SR DF] TARGET: one creature [see text]; EFFECT: Predatory animals must successful [ST DF] TARGET: one creature [see text]; EFFECT: Predatory animals must successful [ST DF] TARGET: one creature [see text]; EFFECT: Predatory animals must successful [ST DF] TARGET: one creature [see text]; EFFECT: Predatory animals must successful [ST DF] TARGET: Stinking cloud [ST DF] TARGET: Stinking c	Transmutation (Polymorph)  imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Id curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] tion; DC:17, Will negates (see text)] Transmutation tessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any su	1 standard action  2 cloud, except that th  1 standard action  1 standard action  1 standard action  2 cloud, except that th  1 standard action  hape that suits your p	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude net Instantaneous  Instantaneous  Instantaneous  geates (harmless)]  Instantaneous  ude negates (harmless)]  5 rounds  5]  5 minutes  tes; see text]  5 minutes  (see text)]  5 rounds  15 minutes  (see text)]  15 rounds  16 minutes  (see text)]  17 minutes  (see text)]  18 rounds  19 rounds  10 rounds	Touch  Jates (harmless)] Touch  Touch  Touch  Touch  Long (600 ft.)  10 ft.  10 Ft. [see text]  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates: see text]  Touch	ACG:p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 CR:p.34 CR:p.34 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34
W, s) TARGET: One dead creature; EFFECT: Protection slight [even date] W, s, DP] TARGET: One haunt; EFFECT: Driving sleet blocks all sight [even date] W, s, DP] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindly and the semantic state of the	Transmutation (Polymorph) imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch porary immunity to the type of energy you sp Conjuration (Healing) indness or deafness. [SR:Yes (harmless); DC:17, Abjuration Id curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation)] [Cold rkvision] within it and causes the ground into Necromancy [Language-Dependent] on a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] on a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] on; DC:17, Will negates (see text)] Transmutation ressfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death]	1 standard action ecify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will n 1 standard action area to be icy. [SR:No 10 minutes 10 minutes 1 standard action 17, Fortitude negates 1 standard action g cloud, except that th 1 standard action g cloud, except that th 1 standard action	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude net . Instantaneous . Ins	Touch gates (harmless)] Touch Touch Touch Touch Long (600 ft.)  10 ft.  10 Ft. [see text] Medium (150 ft.)  Medium (150 ft.) Fortitude negates; see text]	ACG:p.11 CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3- CR:p.3- CR:p.3- CR:p.3- CR:p.3-
W, S, TARGET: Creature touched; EFFECT: Protection from energy grants ten shape of another ani long to the shape of the shape of another ani long to the shape of another ani long the shape of the shape of another ani long the shape of the shap	Transmutation (Polymorph)  imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkwision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] transmutation cessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso du creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] auggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text])	1 standard action ecify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); Dc:17, Will n 1 standard action area to be icy. [SR:No 10 minutes 10 minutes 1 standard action 17, Fortitude negates; 11 standard action 19, Goritude negates; 11 standard action 19 cloud, except that th 1 standard action hape that suits your p 1 standard action 1 round	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude neclinstantaneous Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds  5 minutes tes; see text] 5 minutes  5 minutes (see text)] 5 5 rounds ne vapors are nauseating. [SR:No; DC:17, Instantaneous urpose. [SR:No] instantaneous  5 rounds [D]	Touch gates (harmless)] Touch Touch Touch Touch  Long (600 ft.)  10 ft.  10 Ft. [see text]  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates; see text] Touch  Touch  Close (35 ft.)	ACG:p.1 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 ACG:p.1 ACG:p.1 CR:p.3 CR:p.3 CR:p.3
V, S, TARGET: Creature touched; EFFECT: Remove disease can cure all diseases V, S, TARGET: That the stage of another and V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants ten V, S, DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindless/Deafness V, S] TARGET: Creature touched; EFFECT: Remove curse can remove allow of the control of	Transmutation (Polymorph)  imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkwision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] transmutation cessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso du creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] auggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text])	1 standard action ecify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); Dc:17, Will n 1 standard action area to be icy. [SR:No 10 minutes 10 minutes 1 standard action 17, Fortitude negates; 11 standard action 19, Goritude negates; 11 standard action 19 cloud, except that th 1 standard action hape that suits your p 1 standard action 1 round	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude neclinstantaneous Instantaneous egates (harmless)] Instantaneous ude negates (harmless)] 5 rounds  5 minutes tes; see text] 5 minutes  5 minutes (see text)] 5 5 rounds ne vapors are nauseating. [SR:No; DC:17, Instantaneous urpose. [SR:No] instantaneous  5 rounds [D]	Touch gates (harmless)] Touch Touch Touch Touch  Long (600 ft.)  10 ft.  10 Ft. [see text]  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates; see text] Touch  Touch  Close (35 ft.)	ACG:p.1 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 ACG:p.1 ACG:p.1 CR:p.3 CR:p.3 ACG:p.1 CR:p.3
V, S, TARGET: Creature touched; EFFECT: Protection from energy grants ten shape of another and the shape of the s	Transmutation (Polymorph)  imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch nporary immunity to the type of energy you sp Conjuration (Healing)  ndness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation)] Cold, kivision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] to:DC:17, Will negates (see text)] Transmutation tessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can sum Transmutation nts make ranged attacks. [SR:no; DC:17, Reflex	1 standard action  control standard action  control standard action  control standard action  fortitude negates (ha  1 standard action  rmless); Dc:17, Will In  1 standard action  rmless); Dc:17, Fortit  1 standard action  rarea to be icy. [SR:No  10 minutes  1 standard action  17, Fortitude negates  11 standard action  17, Fortitude negates  11 standard action  17, Fortitude negates  11 standard action  1 standard action  1 standard action  1 standard action  1 round  mon one 3rd-level cre  1 standard action  1 round  mon one 3rd-level cre  1 standard action  partial (see text)]	5 minutes [D]  50 minutes or until discharged  (SR:Yes (harmless); DC:17, Fortitude net Instantaneous  Irmless)]  Instantaneous  egates (harmless)]  Instantaneous  ude negates (harmless)]  5 minutes  tes; see text]  5 minutes  tes; see text]  5 minutes  (see text)]  5 rounds  urpose. (SR:No; DC:17, Instantaneous  urpose. (SR:No)  instantaneous  5 rounds [D]  ature, 1d3 2nd-level creatures of the same 5 minutes [D]	Close (35 ft.)  Touch gates (harmless)] Touch  Touch  Long (600 ft.)  10 ft.  10 Ft. [see text]  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates; see text]  Touch  Close (35 ft.) te kind, or 1d4+1 1st-level creatur  Long (600 ft.)	ACG:p.11 CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: ACG:p.11 CR:p.3: CR:p.3: ACG:p.11 CR:p.3: ACG:p.11
V, S) TARGET: One dead creature; EFFECT: Protection from energy grants tenerable to shape of another anipulation of the shape of	Transmutation (Polymorph)  imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) Idness or deafness. [SR:Yes (harmless); DC:17, Abjuration Id curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] to:DC:17, Will negates (see text)] Transmutation tessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by for Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] caggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can sum Transmutation nts make ranged attacks. [SR:no; DC:17, Reflex Transmutation, WaterSchool	1 standard action edify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will In 1 standard action area to be icy. [SR:No 10 minutes 1 standard action 17, Fortitude negates (ha 17, Fortitude negates (ha 18, Fortitude negates (ha 18, Fortitude negates (ha 19, Fortitude negat	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude net Instantaneous  Instantaneous  gardes (harmless)]  Instantaneous  ude negates (harmless)]  5 rounds  5]  5 minutes  tes; see text]  5 minutes  (see text)]  5 rounds  under text of the same value are an auseating. [SR:No; DC:17, Instantaneous  urpose. [SR:No]  instantaneous  5 rounds [D]  ature, 1d3 2nd-level creatures of the same 5 minutes [D]  10 hours; see text	Touch gates (harmless)] Touch Touch Touch Touch Long (600 ft.)  10 ft.  10 ft.  Medium (150 ft.)  Meritude negates; see text] Touch Touch Close (35 ft.) te kind, or 1d4+1 1st-level creature	ACG:p.11 CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: CR:p.3: ACG:p.11 CR:p.3: CR:p.3: ACG:p.11 CR:p.3: ACG:p.11
DDDD Polymorph Familiar	Transmutation (Polymorph)  imal, [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) Idness or deafness. [SR:Yes (harmless); DC:17, Abjuration Id curses on an object or a creature. [SR:Yes (ha Conjuration (Healing) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation) [Cold rkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] to:DC:17, Will negates (see text)] Transmutation tessfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by for Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] caggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can sum Transmutation nts make ranged attacks. [SR:no; DC:17, Reflex Transmutation, WaterSchool	1 standard action edify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will In 1 standard action area to be icy. [SR:No 10 minutes 1 standard action 17, Fortitude negates (ha 17, Fortitude negates (ha 18, Fortitude negates (ha 18, Fortitude negates (ha 19, Fortitude negat	5 minutes [D]  50 minutes or until discharged  [SR:Yes (harmless); DC:17, Fortitude net Instantaneous  Instantaneous  gardes (harmless)]  Instantaneous  ude negates (harmless)]  5 rounds  5]  5 minutes  tes; see text]  5 minutes  (see text)]  5 rounds  under text of the same value are an auseating. [SR:No; DC:17, Instantaneous  urpose. [SR:No]  instantaneous  5 rounds [D]  ature, 1d3 2nd-level creatures of the same 5 minutes [D]  10 hours; see text	Close (35 ft.)  Touch gates (harmless)] Touch  Touch  Long (600 ft.)  10 ft.  10 Ft. [see text]  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates; see text]  Touch  Close (35 ft.) te kind, or 1d4+1 1st-level creatur  Long (600 ft.)	ACG;p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG;p.19 CR:p.34
V, S, TARGET: Creature touched; EFFECT: Protection from energy grants ten  V, S, TARGET: Your familiar; EFFECT: Remove blindness/deafness cures blindness/Deafness V, S, DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness/Deafness V, S, TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness/Deafness V, S, TARGET: Creature or object touched; EFFECT: Remove curse can remove allowing the common of the	Transmutation (Polymorph)  imal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you sp Conjuration (Healing) Indness or deafness. [SR:Yes (harmless); DC:17, Abjuration Ill curses on an object or a creature. [SR:Yes (ha Conjuration (Healing)) from which the subject is suffering. [SR:Yes (ha Conjuration (Healing)) from which the subject is suffering. [SR:Yes (ha Conjuration, WaterSchool (Creation)] [Cold/ rkwision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation ressfully save or attack the target. [SR:yes; DC: Conjuration, EarthSchool (Creation) [Poiso ud creates a bank of fog like that created by fo Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any s Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can sum Transmutation nts make ranged attacks. [SR:no; DC:17, Reflex Transmutation, WaterSchool res can breathe water freely. [SR:Yes (harmless Transmutation [Water]	1 standard action ecify when you cast it 1 standard action fortitude negates (ha 1 standard action Fortitude negates (ha 1 standard action rmless); DC:17, Will n 1 standard action area to be icy. [SR:Not 10 minutes 10 minutes 11 standard action 17, Fortitude negates 11 standard action 17, Fortitude negates 11 standard action 17, Fortitude negates 11 standard action 18 standard action 19 cloud, except that th 1 standard action 1 round mon one 3rd-level cre 1 standard action 1 round mon one 3rd-level cre 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action	5 minutes [D]  50 minutes or until discharged . [SR:Yes (harmless); DC:17, Fortitude net . Instantaneous . Ins	Close (35 ft.)  Touch gates (harmless)] Touch  Touch  Touch  Long (600 ft.)  10 ft.  10 ft.  Medium (150 ft.)  Medium (150 ft.)  Fortitude negates; see text] Touch  Touch  Close (35 ft.) tee kind, or 1d4+1 1st-level creatur  Long (600 ft.)  Touch	ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG:p.19 CR:p.34 ACG:p.19 CR:p.34

\* =Domain/Speciality Spell

## Thokk Heartmender

THORK Treaterner
Half-Orc (Feral)
RACE
30
AGE
Male
GENDER
Low-Light Vision
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
6' 8"
HEIGHT
270 lbs.
WEIGHT
Black
EYE COLOUR
Dark Green
SKIN COLOUR
Dark Black/Green, Long Braid
HAIR / HAIR STYLE
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Rovagug
DEITY
Humanoid
Race Type
Paga Suh Typa

Description: Biography: