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	HP 32			Walk 20 ft.
Strength		+0+0+0+	0 + 1 + 0 + 0	+ 0 + 0 + 0
DEX 10 +0 10 +0	AC armor class 17 17 11 11 = 10 + 6	OR SHIELD STAT SIZE NA	$ \begin{array}{c c} O \\ \text{TURAL} \\ \text{MOR} \end{array} + \begin{array}{c c} 1 \\ \text{DEFLEC-} \\ \text{TION} \end{array} + \begin{array}{c c} O \\ \text{DODGE} \end{array} + \begin{array}{c c} O \\ \text{Morale} $	Insight Sacred Profane MISC
CON 11 +0 11 +0	INITIATIVE +0 = +0 + +0	20 -1 0		7
INT 13 +1 13 +1	modifier TOTAL DEX MISC MODIFIER OF 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 11 0 11 0		SKILL NA		SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER
CHA 11 +0 11 +0	<u></u>	Acrobatics	DEX	2 = 0 + 3 + -1
SAVING THROWS TOTAL BASE ABILITY MAI	GIC MISC EPIC TEMP	Acrobatics (Jump)	DEX	-2 = 0 + 3 + -5
FORTITUDE +1 = +1 + +0 + +0	0 + +0 + +0 +	Appraise	INT	5 = 1 + 1 + 3
REFLEX +1 = +1 + +0 + +		Bluff	CHA	0 = 0
REFLEX +1 = +1 +0 + +0	0 + +0 + +0 +	Climb	STR	4 = 1 + 2 + 1
WILL +8 = +4 + +4 + +	0 + +0 + +0 +	Craft (Untrained)	INT	1 = 1
(wisdom)		Diplomacy Disguise	CHA CHA	0 = 0
Conditional Com	oat 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		Handle Animal	CHA	4 = 0 + 1 + 3
TOTAL BASE ATTA MELEE +4 = +		Heal	WIS	8 = 4 + 1 + 3
attack bonus		Intimidate	CHA	2 = 0 + 2
RANGED +3 = +	3 + +0 + +0 + +0 + 0 +	Knowledge (Arcana)	INT	3 = 1 + 2
attack bonus		Knowledge (History)	INT	2 = 1 + 1
CMB		Knowledge (Local)	INT	2 = 1 + 1
GRAPPLE TRIP	DISARM SUNDER RUSH OVERRUN	Knowledge (Nature)	INT	5 = 1 + 1 + 3
CMB +4 +4	+4 +4 +4 +4	Knowledge (Nobility) Knowledge (Religion)	INT INT	2 = 1 + 1
CMD 15 15	15 15 15 15	Perception	WIS	6 = 4 + 2
DIRTY TRICK DRAG	REPOSITION STEAL +4	Perform (Untrained)	CHA	0 = 0
		Ride	DEX	-1 = 0 + -1
CMD 15 15	15 15	Sense Motive	WIS	7 = 4 + 1 + 2
UNARMED TOTAL ATTACK BONUS	DAMAGE CRITICAL REACH	Spellcraft	INT	5 = 1 + 1 + 3
(nonlethal only) +4	1d3+1 20/x2 5 ft.	Stealth	DEX	2 = 0 + 3 + -1
Special Properties:	/	Survival	WIS	8 = 4 + 1 + 3
*Greataxe	HAND TYPE SIZE CRITICAL REACH	Swim	STR CHA	1 = 1 + 1 + -1
	Both S M 20/x3 5 ft.	Use Magic Device	СПА	1 = 0 + 1
TOTAL ATTACK BONUS	DAMAGE 1d12+1			= + +
+7	1012+1	✓: can be used u	ntrained. x : exclusive skills.	*: Skill Mastery.
*Bite	HAND TYPE SIZE CRITICAL REACH		1:4:1 Cl :!! * * . !!C	
TOTAL ATTACK BONUS	Primary P M 20/x2 5 ft. DAMAGE		ditional Skill Modifi	
+4	1 -14 . 1	2 trait bonus on Heal		, ,
		2 trait bonus on Perce nd to detect invisible		
Javelin	HAND TYPE SIZE CRITICAL REACH AT Carried P M 20/x2 5 ft.	nd to detect invisible	or incorporeal creatt	1165.
30 ft. 60 ft. 90	ft. 120 ft. 150 ft.		Channel	
TH +3 +1 -		Uses per day		
Dam 1d6+1 1d6+1 1d6		thannel (Su):You can unleash a w	ave of positive energy You must	choose to deal 3d6 points of
*: weapon is equipped 1H-P: One handed, in primary hand. 1H-O: One handed, in off har (off hand weapon is heavy). 2W-P-{OL}: 2 weapons, primary hand	nd. 2H : Two handed. 2W-P-(OH) : 2 weapons, primary hand	restures that take damage from c reatures that take damage from c ou 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			
Greataxe	ITEM		LOCATIO Equipped			/ COST 2 / 20
Ring of Protect	tion +1		Equipped	d 1	0 /	2,000
Aura: faint abjuration, Ca shield of faith, caster mu					ents: Fo	rge Ring,
Bite			Equipped	1		0 / 0
Rhino Hide			Equipped	1 1	25	/ 5,165
Aura: moderate transmu Magic Arms and Armor, l			. 5.		· ·	
Javelin			Carried	5	2 (10	0) / 1 (5)
TOTAL WEIG	SHT CARR	IED/VALUE	47 lbs.	7,19	90gp	
		WEIGHT ALLO	WANCE			
Light	50	Medium	100	H	leavy	150
Lift over head	150	Lift off ground	300	Push /	Drag	750
		MONE	/			
		7	otal= 0 gp [Unspent l	unds	= 880 gp]
		MAGIC	•			
		Languag	es			
		Common, Draco	nic, Orc			
		Other Comp	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]

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

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

	LLVLL 0 / Per Day.4	/ Castel Le			
Name Arcane Mark	School Universal	Time 1 standard action	Duration Permanent	Range Touch	Source CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq.		our personal rune or mark			
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.249
Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 gallons of water; EFFECT: This spell generates who					
V, s] TARGET: Up to four lights, all within a 10-ftradius area; EFFECT: You	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR:p.263
Daze	Enchantment (Compulsion) [Mind-Af		1 round	Close (35 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spe	Il clouds the mind of a humanoid creature wit Divination			negates] 60 ft.	CD:- 267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras.		1 standard action	Concentration, up to 5 minutes [D]	60 It.	CR:p.267
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; <i>EFFECT</i> : Yo	u determine whether a creature, object, or are Divination	ea has been poisoned or is 1 standard action	poisonous. [SR:No] 1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with			i minute or until discharged	Touch	CK.p.232
□□□□ Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know th	e direction of north from your current positio Evocation [Light, WoodSchool]	n. 1 standard action	50 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched ob					
□□□□ <u>Mending</u>	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 Purify Food and Drink	l objects, restoring 1d4 hit points to the objec Transmutation	t. [SR: Yes (harmless, objec 1 standard action	t); DC:14, Will negates (harmless, object)] Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 5 cu. ft. of contaminated food and water; EFFECT: This spell					
negates (object)]	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on ob	ectsbooks, scrolls, weapons, and the liketh	at would otherwise be uni	ntelligible.		
<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 wit	h magical energy that protects it from harm, Conjuration (Healing)	granting it a +1 resistance 1 standard action	bonus on saves. [SR: Yes (harmless); DC: 14 Instantaneous	l, Will negates (harmless)] Close (35 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you tar					
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy	Necromancy	1 standard action		Touch	CR:p.360
□□□□□Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a cre	eature with a tiny surge of life, granting the su	bject 1 temporary hit poir	t. [SR:Yes (harmless)]		
L	EVEL 1 / Per Day:4+	1 / Caster I	_evel:5		
Name	School	Time	Duration	Range	Source
□□□□ <u>Bane</u>	Enchantment (Compulsion) [Fear, Mi		5 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ftradius burst, centered on you; EFFECT: Bane fills y	our enemies with fear and doubt. [SR:Yes; DC Enchantment (Compulsion) [Mind-Af		Forderston	50 ft.	CD::: 240
LILILIBIESS		recting i Standard action	5 minutes	30 16.	CR:p.249
V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or	the caster; EFFECT: Bless fills your allies with	courage. [SR:Yes (harmles	ss)]		
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or Burning Hands	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire]	courage. [SR: Yes (harmles 1 standard action	ss)] Instantaneous	15 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire]	courage. [SR: Yes (harmles 1 standard action damage to any creature i	ss)] Instantaneous	15 ft.	
[V, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	hthe caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afess and quiets animals, rendering them docile.	courage. [SR:Yes (harmles 1 standard action damage to any creature i fecting1 standard action and harmless. [SR:Yes; DC	ss)] Instantaneous n the effect area. [SR :Yes; DC :15, Reflex ha 5 minutes 15, Will negates]	15 ft. lf] Close (35 ft.)	CR:p.251
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile Necromancy [Fear, Mind-Affecting, E	courage. [SR:Yes (harmles 1 standard action e damage to any creature i fecting1 standard action and harmless. [SR:Yes; DC motio11 standard action	ss)] Instantaneous n the effect area. [SR :Yes; DC: 15, Reflex ha 5 minutes	15 ft. lf]	CR:p.251
[V, s, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile Necromancy [Fear, Mind-Affecting, E	courage. [SR:Yes (harmles 1 standard action c damage to any creature i fecting1 standard action and harmless. [SR:Yes; DC motion1 standard action is, Will partial]	ss)] Instantaneous n the effect area. [SR :Yes; DC :15, Reflex ha 5 minutes 15, Will negates]	15 ft. lf] Close (35 ft.)	CR:p.251
[V, s, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of firr Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:1] Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature if fecting1 standard action and harmless, [SR:Yes; DC motio1 standard action 5, will partial] 1 standard action type, [SR:Yes; DC:15, Will r	iss]] Instantaneous Instantaneous In the effect area, [SR:Yes; DC:15, Reflex ha 5 minutes Its, Will negates] Id4 rounds or 1 round; see text 5 hours regates]	15 ft. If] Close (35 ft.) Close (35 ft.) Close (35 ft.)	CR:p.251 CR:p.252 CR:p.252 CR:p.254
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or DBurning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell sooth [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of firr Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectin except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin	courage. [SR:Yes (harmles 1 standard action c damage to any creature if fecting! standard action and harmless. [SR:Yes; DC motion! standard action by will partial] 1 standard action type. [SR:Yes; DC:15, Will ray, Wo! standard action 1 standard action 1 standard action	instantaneous Instantaneous In the effect area. [SR:Yes; DC:15, Reflex ha 5 minutes 15, Will negates] 1d4 rounds or 1 round; see text 5 hours seegates] 5 hours	15 ft. ff Close (35 ft.) Close (35 ft.)	CR:p.251 CR:p.252 CR:p.252
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered or DBURNING HANDS [V, S] TARGET: Cone-shaped burst. EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothed cause Fear [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected cause Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a human Chill Touch	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy	courage. [SR:Yes (harmles: 1 standard action damage to any creature if fecting! standard action and harmless. [SR:Yes; DC motion! standard action j, Will partial] g] 1 standard action type. [SR:Yes; DC:15, Will r g, Wo1 standard action and ally. [SR:Yes; DC:15, Will r 1 standard action	instantaneous In the effect area. [SR:Yes; DC:15, Reflex ha 5 minutes 15, Will negates] 164 rounds or 1 round; see text 5 hours negates] 5 hours fill negates] Instantaneous	15 ft. lif] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or During Hands [V, S] TARGET: Cone-shaped burst. EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soother [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a huma	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy	courage. [SR:Yes (harmles: 1 standard action damage to any creature if fecting! standard action and harmless. [SR:Yes; DC motion! standard action j, Will partial] g] 1 standard action type. [SR:Yes; DC:15, Will r g, Wo1 standard action and ally. [SR:Yes; DC:15, Will r 1 standard action	instantaneous In the effect area. [SR:Yes; DC:15, Reflex ha 5 minutes 15, Will negates] 164 rounds or 1 round; see text 5 hours negates] 5 hours fill negates] Instantaneous	15 ft. lif] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DBURNING HANDS [V, S] TARGET: Cone-shaped burst. EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soother [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a huma [V, S] TARGET: One humanoid creature; EFFECT: A touch from your hand, text] [V, S] TARGET: One humanoid creature; EFFECT: A touch from your hand, text] [V, S] Comprehend Languages	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afest and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, Electroature becomes frightened. [Sk:Yes; DC:15 Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the animal except that it affects a creature of the a	courage. [SR:Yes (harmles 1 standard action e damage to any creature if fecting! Standard action and harmless. [SR:Yes; DC motion! standard action is, will partial] 13 standard action type. [SR:Yes; DC:15, Will rag, Wo1 standard action and ally. [SR:Yes; DC:15, Will standard action fe force of living creatures 1 standard action	instantaneous Intereffect area. [SR:Yes; DC:15, Reflex ha 5 minutes 15, Will negates] 164 rounds or 1 round; see text 5 hours negates] 5 hours fill negates] Instantaneous	15 ft. lif] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantment (Charm) [wind-Affectir except that it affects a creature of the animal Enchantmen	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action and harmless, [SR:Yes; DC motion 1 standard action 3, will partial] [19] 1 standard action type, [SR:Yes; DC:15, Will rg, Wol 1 standard action and ally, [SR:Yes; DC:15, Will 1 standard action fer force of living creatures 1 standard action ble written messages.	instantaneous In the effect area, [SR:Yes; DC:15, Reflex hat 5 minutes In the effect area, [SR:Yes; DC:15, Reflex hat 5 minutes Industrial for the product of the product o	15 ft. If] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Touch To, Fortitude partial or Will neg	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DBURNING HANDS [V, S] TARGET: Cone-shaped burst. EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soother [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a huma [V, S] TARGET: One humanoid creature; EFFECT: A touch from your hand, text] [V, S] TARGET: One humanoid creature; EFFECT: A touch from your hand, text] [V, S] Comprehend Languages	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af- es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing)	courage. [SR:Yes (harmles 1 standard action standard action standard action standard action and harmless. [SR:Yes; DC motion 1 standard action standard action standard action stype. [SR:Yes; DC:15, Will rag, Won 1 standard action and ally. [SR:Yes; DC:15, Will rag, won 1 standard action standard action standard action standard action standard action standard action of tax standard action standard action standard action standard action at cures 1d8+5 points of data	Instantaneous Instantaneous In the effect area, [SR:Yes; DC:15, Reflex hat 5 minutes Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. lif] Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch E:15, Fortitude partial or Will neg Personal Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258 CR:p.263
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af- es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E Icreature becomes frightened. [Sk:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ring creature, you channel positive energy tha Transmutation, FireSchool [Fire, Ligh	courage. [SR:Yes (harmles 1 standard action standard action standard action standard action and harmless. [SR:Yes; DC motion 1 standard action standard action standard action stype. [SR:Yes; DC:15, Will rag, Won 1 standard action and ally. [SR:Yes; DC:15, Will rag, won 1 standard action standard action standard action standard action standard action standard action of tax standard action standard action standard action standard action at cures 1d8+5 points of data	Instantaneous Instantaneous In the effect area, [SR:Yes; DC:15, Reflex hat 5 minutes Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. lif] Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch E:15, Fortitude partial or Will neg Personal Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af- es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E Icreature becomes frightened. [Sk:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ring creature, you channel positive energy tha Transmutation, FireSchool [Fire, Ligh	courage. [SR:Yes (harmles 1 standard action standard station standard action standard action and harmless. [SR:Yes; DC motion standard action standard action standard action stype. [SR:Yes; DC:15, Will rate of the standard action stype. [SR:Yes; DC:15, Will standard action and ally. [SR:Yes; DC:15, Will standard action action standard action standard action action standard action standard action standard action action standard action standard action action standard action stand	instantaneous In the effect area. [SR:Yes; DC:15, Reflex hat 5 minutes Info minutes Info minutes Info minutes Instantaneous	15 ft. If] 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 gates; see CR:p.258 CR:p.263
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DID Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots DID Calm Animals [V, S] TARGET: Animals within 30 ft, of each other; EFFECT: This spell soother Cause Fear [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected DID Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, DID Charm Person [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a human DID Chill Touch [V, S] TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, text] [V, S, MJP] TARGET: You; EFFECT: You can understand the spoken words of DID Comprehend Languages [V, S, MJP] TARGET: Creature touched; EFFECT: When laying your hand upon a lide DID Dancing Lantern [V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that for DID Detect Animals or Plants [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: You can detect a particular [V, S] TARG	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [Sk:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creature, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination r kind of animal or plant in a cone emanating	courage. [SR:Yes (harmles 1 standard action standard action and harmless. [SR:Yes; DC motion 1 standard action and harmless. [SR:Yes; DC motion 1 standard action by the standard action and ally. [SR:Yes; DC:15, Will ray, Won 1 standard action and ally. [SR:Yes; DC:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action at cures 1 standard action at cures 1d8+5 points of dat 1 standard action 1 standard action out from you in whatever	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Info minutes Info minutes Info minutes Instantaneous Inst	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Touch Touch Will half (harmless); see text] Touch Long (600 ft.)	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creature, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination r kind of animal or plant in a cone emanating Divination	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action and harmless, [SR:Yes; DC motion] standard action and harmless, [SR:Yes; DC:Ts, Will partial] gg] 1 standard action type, [SR:Yes; DC:15, Will rg, Wol 1 standard action and ally, [SR:Yes; DC:15, Will rg, Wol 1 standard action fee force of living creatures 1 standard action ble written messages. 1 standard action at cures 1 d8+5 points of dat 1 standard action 1	Instantaneous In the effect area, [SR:Yes; DC:15, Reflex has 5 minutes In the effect area, [SR:Yes; DC:15, Reflex has 5 minutes In the effect area, [SR:Yes; DC:15, Reflex has 5 minutes In the effect area, [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous Instantaneou	15 ft. If] 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] Touch	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258 CR:p.263 APG:p.214
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DID Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots DID Calm Animals [V, S] TARGET: Animals within 30 ft, of each other; EFFECT: This spell soother Cause Fear [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected DID Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, DID Charm Person [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a human DID Chill Touch [V, S] TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, text] [V, S, MJP] TARGET: You; EFFECT: You can understand the spoken words of DID Comprehend Languages [V, S, MJP] TARGET: Creature touched; EFFECT: When laying your hand upon a lide DID Dancing Lantern [V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that for DID Detect Animals or Plants [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular [V, S] TARGET: You can detect a particular [V, S] TARG	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectir except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectir noid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creature, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination r kind of animal or plant in a cone emanating Divination	courage. [SR:Yes (harmles 1 standard action standard action and harmless. [SR:Yes; DC motion 1 standard action and harmless. [SR:Yes; DC motion 1 standard action by the standard action and ally. [SR:Yes; DC:15, Will ray, Won 1 standard action and ally. [SR:Yes; DC:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action and ally. [SR:Yes; Dc:15, Will ray won 1 standard action at cures 1 standard action at cures 1d8+5 points of dat 1 standard action 1 standard action out from you in whatever	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Info minutes Info minutes Info minutes Instantaneous Inst	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Touch Touch Will half (harmless); see text] Touch Long (600 ft.)	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 gates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DID Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots DID Calm Animals [V, S] TARGET: Animals within 30 ft, of each other; EFFECT: This spell soothed DID Cause Fear [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected DID Charm Animal [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, DID Charm Person [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a human DID Chill Touch [V, S] TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, text] [V, S, MDF] TARGET: Vou; EFFECT: You can understand the spoken words of DID Cure Light Wounds [V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a light DID DID CURE Light Wounds [V, S] TARGET: Animates one lantern; EFFECT: You can detect a particular DID DID Cure Chaos [V, S] TARGET: Cone-shaped emanation; EFFECT: You can sense the aurust Did Detect Chaos [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of the presence	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, Ecreature becomes frightened. [Sk:Yes; DC:15 Enchantment (Charm) [Mind-Affectin except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin moid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the limple of creatures or read otherwise incomprehensing Conjuration (Healing) from creature, you channel positive energy the Transmutation, FireSchool [Fire, Lightlows you. [SR:No] Divination r kind of animal or plant in a cone emanating Divination as of chaotic creatures. [SR:No] Divination sence of evil. [SR:No]	courage. [SR:Yes (harmles 1 standard action 1 standard action 2 damage to any creature in fecting 1 standard action and harmless. [SR:Yes; DC motion 1 standard action 3, will partial] 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 1 standard 2	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In Siminutes In Will negates] Id4 rounds or 1 round; see text 5 hours Instantaneous	15 ft. If] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Close (35 ft.) Long (600 ft.) 60 ft.	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 pates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Af es and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E Icreature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectin except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin moid creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the li Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creature, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination r kind of animal or plant in a cone emanating Divination as of chaotic creatures. [SR:No] Divination sence of evil. [SR:No] Divination	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature 1 fecting 1 standard action and harmless, [SR:Yes; DC motion] standard action and harmless, [SR:Yes; DC motion] standard action type, [SR:Yes; DC:15, Will rg, Wol 1 standard action and ally, [SR:Yes; DC:15, Will 1 standard action fe force of living creatures 1 standard action at cures 1 d8+5 points of dat 1 standard action out from you in whatever 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous I	15 ft. 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] Touch Long (600 ft.)	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.258 CR:p.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile Necromancy [Fear, Mind-Affecting, Eld creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm)] [Min	courage. [SR:Yes (harmles 1 standard action 1 standard action 2 damage to any creature in fecting 1 standard action and harmless. [SR:Yes; DC motion 1 standard action 3, will partial] 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 1 standard 2	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In Siminutes In Will negates] Id4 rounds or 1 round; see text 5 hours Instantaneous	15 ft. If] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Close (35 ft.) Long (600 ft.) 60 ft.	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 pates; see CR:p.258 CR:p.263 APG:p.214 CR:p.266 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DIT Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft, of each other; EFFECT: This spell soother and the specific or control of the specific or control or control of the specific or control of the specific or control of the specific or control or c	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afes and quiets animals, rendering them docile Necromancy [Fear, Mind-Affecting, Eld creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm) [Mind-Affectine Enchantment (Charm)] [Min	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature 1 fectin(1 standard action 3 damage to any creature 1 fectin(1 standard action 4 damage to any creature 1 fectin(1 standard action 4 damage) 1 standard action 4 damage) 1 standard action 5 damage) 1 standard action 6 force of living creatures 1 standard action 6 damage) 1 standard action 1 standard 2 stan	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous	15 ft. 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] Touch Long (600 ft.) 60 ft. 60 ft.	CR:p.251 CR:p.252 CR:p.254 CR:p.254 CR:p.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266 CR:p.266 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or Dull Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothed burst; EFFECT: This spell soothed burst; EFFECT: This spell soothed burst; EFFECT: This spell functions like charm person, [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One animal; EFFECT: This spell functions like charm person, [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid Charm Person [V, S] TARGET: Up to 5 creatures touched; EFFECT: A touch from your hand, text] [V, S] TARGET: Vou; EFFECT: You can understand the spoken words or compared to the spoken words or	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:1] Enchantment (Charm) [Mind-Affectirexcept that it affects a creature of the animal Enchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Enchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Enchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Enchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Enchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Charm) [Mind-Affectinexcept that it affects a creature of the animal Forchantment (Ch	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature 1 fectin(1 standard action 3 damage to any creature 1 fectin(1 standard action 4 damage to any creature 1 fectin(1 standard action 4 damage to any course) [SR:Yes; DC:15, Will 1 gg, Wol 1 standard action 5 damage to 1 standard action 6 force of living creatures 1 standard action 6 dat 1 standard action 1 standard 2 standard	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Cist, Fortitude partial or Will neg Personal Touch Will half (harmless); see text] 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.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.212
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Divination of creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the lingle properties of the service of the	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage and 1 standard action 4 standard action 4 standard action 5 damage and 5 damag	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In Siminutes In Siminutes In Siminutes In Siminutes In Siminutes Instantaneous Instan	15 ft. If] Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Close (35 ft.) Close (35 ft	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 pates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.266 CR:p.266
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DIT Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothed the specific or control of the specific or control or control of the specific or control or cont	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Enchantment (Charm) [Mind-Affecting) Divination of creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the lingle properties of the service of the	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage and 1 standard action 4 standard action 4 standard action 5 damage and 5 damag	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Cist, Fortitude partial or Will neg Personal Touch Will half (harmless); see text] 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.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.212
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC-1] Enchantment (Charm) [Mind-Affecting) For a creature gard you as its trusted friend Necromancy which glows with blue energy, disrupts the limple of creatures or read otherwise incomprehensing Conjuration (Healing) For a creatures or read otherwise incomprehensing Conjuration (Healing) For a creatures or read otherwise incomprehensing Conjuration (Healing) For a comparation, FireSchool [Fire, Light] For a comparation of comparation o	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature 1 standard action 3 damage to any creature 1 standard action 3 damage to any creature 1 standard action 3 damage to any creature 3 damage to any creat	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Cits, 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 CR:p.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.212 CR:p.269 CR:p.269
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E s and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin old creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the lift Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creatures, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination as of chaotic creatures. [SR:No] Divination sence of good. [SR:No] Divination sence of good. [SR:No] Divination as of lawful creatures. [SR:No] Divination aura that surrounds undead creatures. [SR:No] Divination aura that surrounds undead creatures. [SR:No] Divination [Mind-Affecting]	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage and 3 damage action 4 damage action 4 damage action 5 damage action 6 d	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In formation in the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In formation in the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous dealing 1d6 points of damage. [SR:Yes; DC:15, 50 minutes Instantaneous	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (3	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 pates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.267 CR:p.267 UI:p.212 CR:p.269
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Affecting, E s and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Ves; DC:1] Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin old creature regard you as its trusted friend Necromancy which glows with blue energy, disrupts the lift Divination of creatures or read otherwise incomprehensi Conjuration (Healing) ving creatures, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination as of chaotic creatures. [SR:No] Divination sence of good. [SR:No] Divination sence of good. [SR:No] Divination as of lawful creatures. [SR:No] Divination aura that surrounds undead creatures. [SR:No] Divination aura that surrounds undead creatures. [SR:No] Divination [Mind-Affecting]	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage to any creature in fecting 1 standard action 3 damage and 1 standard action 3 damage and 1 standard action 3 damage and 3 damage a	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous	15 ft. If Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Cits, 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 CR:p.258 CR:p.258 CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.212 CR:p.269 CR:p.269
[V, S, DF] TARGET: The caster and all allies within a 50-ft, burst, centered or DIT Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots DIT TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots DIT TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothed DIT TARGET: One living creature with 5 or fewer HD; EFFECT: The affected DIT TARGET: One animal; EFFECT: This spell functions like charm person, DIT TARGET: One humanoid creature; EFFECT: This charm makes a human DIT TARGET: One humanoid creature; EFFECT: A touch from your hand, text DIT TARGET: One thumanoid creature; EFFECT: A touch from your hand, text DIT TARGET: One thumanoid creature; EFFECT: A touch from your hand, text DIT TARGET: One thumanoid creature; EFFECT: A touch from your hand, text DIT TARGET: One-shaped Languages [V, S, M/DF] TARGET: One-shaped emanation; EFFECT: You can detect a particular DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can sense the pre DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emanation; EFFECT: You can detect the DIT TARGET: Cone-shaped emana	the caster; EFFECT: Bless fills your allies with Evocation, FireSchool [Fire] from your fingertips dealing 5d4 points of fire Enchantment (Compulsion) [Mind-Afe s and quiets animals, rendering them docile. Necromancy [Fear, Mind-Affecting, E creature becomes frightened. [SR:Yes; DC:15 Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectire except that it affects a creature of the animal Enchantment (Charm) [Mind-Affectin Did Creatures or read otherwise incomprehensi Conjuration of creatures or read otherwise incomprehensi Conjuration (Healing) ing creature, you channel positive energy the Transmutation, FireSchool [Fire, Ligh lows you. [SR:No] Divination as of chaotic creatures. [SR:No] Divination sence of evil. [SR:No] Divination sence of eyol. [SR:No] Divination sence of good. [SR:No] Divination a of lawful creatures. [SR:No] Divination aura that surrounds undead creatures. [SR:No) Divination sure that surrounds undead creatures. [SR:No) Divination	courage, [SR:Yes (harmles 1 standard action 2 damage to any creature 1 standard action 3 damage to any creature 3	Instantaneous In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In Shours In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes In the effect area. [SR:Yes; DC:15, Reflex has 5 minutes Instantaneous dealing 1d6 points of damage. [SR:Yes; DC:15, Ill negates] Instantaneous	15 ft. Iff Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Touch Close (35 ft.) Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Touch Close (35 ft.)	CR:p.251 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.255 pates; see CR:p.263 APG:p.214 CR:p.266 CR:p.266 CR:p.267 CR:p.267 CR:p.269 ACG:p.179

DDDDD Endure Florente	Silailiaii Sp				
□□□□□ Endure Elements (V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elem	Abjuration	1 standard action	24 hours	Touch	CR:p.2
DDDD Entangle	Transmutation [WoodSchool]	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.2
r, s, DF] TARGET: Plants in a 40-ftradius spread; <i>EFFECT:</i> This spell causes tal	I grass, weeds, and other plants to wrap aroung Transmutation [Cold]	d foes in the area of el 1 standard action	ffect or those that enter the area. [SR:No; Instantaneous	DC:15, Reflex partial; see text] Touch	UM:p.2
, S] TARGET: Up to 5 creatures touched; EFFECT: Target takes 1d6+5 nonletha	al cold damage and is fatigued. [SR:Yes]				
	Evocation (Air)	1 standard action	1 hour [D]	Close (35 ft.)	ACG:p.1
Coodberry	Transmutation	1 standard action	5 days	Touch	CR:p.2
/, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry make	es 2d4 freshly picked berries magical. [SR:Yes] Divination	1 standard action	50 minutes [D]	Personal	ACG:p.1
		i standard action	50 minutes [D]	reisonai	Acd.p.1
☐☐☐☐Hex Vulnerability	Necromancy [Curse]	1 standard action	5 rounds	Close (35 ft.)	ACG:p.1
v, s, M] TARGET: one creature; EFFECT: Reuse a hex on a specific target. [SR:y □□□□□□ Hex Ward	es; DC:15, Will negates] Abjuration	1 standard action	5 hours	Touch	UM:p.2
V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against wite					
□□□□□ Hide from Animals S. DFI TARGET: 5 creatures touched: EFFECT: Animals cannot sense the warde	Abjuration	1 standard action	50 minutes [D]	Touch	CR:p.2
DDDD Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.2
v, s] TARGET: one creature or object; <i>EFFECT</i> : Wave of water bull rushes an er	emy. [SR:Yes] Necromancy	1 standard action	Instantaneous	Touch	CR:p.3
V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creat	•				0
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.3
/, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as ma fill negates (harmless, object)]		-			
☐☐☐☐☐ Magic Weapon V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a	Transmutation [MetalSchool]	1 standard action	5 minutes	Touch	CR:p.3
Monkey Fish	Transmutation	1 standard action	5 minutes [D]	Personal	ACG:p.1
/, S] TARGET: you; <i>EFFECT:</i> Gain a climb speed and a swim speed of 10 ft. for a	time. Abjuration	1 standard action	5 hours	Touch	UI:p.2
5,M] TARGET: One dose of poison or one venomous creature; <i>EFFECT:</i> Make it			3110413	Touch	01.p.2
Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	5 minutes [D]	20 ft.	CR:p.3
/, \$] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT:</i> A m	isty, stationary vapor arises around you obscur Transmutation	ing all sight, including 1 standard action	5 hours [D]	Touch	CR:p.3
/, S, DF] TARGET: 5 creatures touched; EFFECT: The subject or subjects of this					
Durity Produce Flame /, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear	Evocation [Fire] in your open hand [SR:Yes]	1 standard action	5 minutes [D]	0 ft.	CR:p.3
Protection from Chaos	Abjuration [Lawful]	1 standard action	5 minutes [D]	Touch	CR:p.3
/, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from Evil	om attacks by chaotic creatures, from mental co Abjuration [Good]	ontrol, and from sumn 1 standard action	noned creatures. [SR:No; see text; DC:15, \ 5 minutes [D]	Will negates (harmless)] Touch	CR:p.3
/, S, M/DF] TARGET: Creature touched; <i>EFFECT:</i> This spell wards a creature fro					Citipis
Protection from Good	Abjuration [Evil]	1 standard action	5 minutes [D]	Touch	CR:p.3
✓, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from Law	om attacks by good creatures, from mental con Abjuration [Chaotic]	trol, and from summo 1 standard action	ned creatures. [SR:No; see text; DC:15, Wi 5 minutes [D]	ll negates (harmless)] Touch	CR:p.3
, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from					
□□□□□ Remove Fear /, s] TARGET: 2 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i>	Abjuration CT: You instill courage in the subject, granting	1 standard action it a +4 morale bonus a	10 minutes; see text gainst fear effects for 10 minutes. [SR:Yes	Close (35 ft.) (harmless): DC :15. Will negates	CR:p.3 (harmless)
□□□□Sense Spirit Magic	Divination	1 standard action	24 hours	Personal	ACG:p.1
v, s] TARGET: you; <i>EFFECT:</i> Gain bonuses on identifying and resisting spells as	sociated with your spirits. [SR:no; DC:15, none Enchantment (Compulsion) [Mind-Affection		5 minutes	Medium (150 ft.)	CR:p.3
V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; <i>EFF</i>	FECT: A sleep spell causes a magical slumber to	come upon 4 HD of cr	eatures. [SR:Yes; DC:15, Will negates]		
☐☐☐☐ <u>Summon Nature's Ally I</u> /, s, DF] TARGET: One summoned creature; EFFECT: This spell summons to yo	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	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
] 				Close (55 ft.)	01.p.2
□□□□ <u>Wave Shield</u>	Abjuration [Water]		1 round or until discharged	Personal	ACG:p.1
V] TARGET: you; EFFECT: Water blunts one incoming attack or fire effect.		,			
LE ₂	/EL 2 / Per Day:3+1	/ Caster L	0.401.5		
	,	,	evel.5		
Name	School	Time	Duration	Range Touch	
Name	School Enchantment (Compulsion) [Mind-Affection	Time n(1 standard action 1d8 + 5 temporary hit	Duration 5 minutes	Touch	CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affecti is on attack rolls and saves vs fear effects, plus Transmutation (Polymorph)	Time nւշ1 standard action	Duration 5 minutes		CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affecti is on attack rolls and saves vs fear effects, plus Transmutation (Polymorph)	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action	Duration 5 minutes points. [SR :Yes (harmless)]	Touch	CR:p.2
Name // S, pf TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonu // S, pf TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonu // S, M] TARGET: You; EFFECT: You can assume the form of any Small or Media // S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to	School Enchantment (Compulsion) [Mind-Affectiis on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) un creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectii a spot you designate. [SR:Yes; DC:16, None; see	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text]	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days	Touch Personal Close (35 ft.)	CR:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affecti Is on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) m creature of the humanoid type. Enchantment (Compulsion) [Mind-Affecti a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affecti	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text]	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D]	Touch Personal	CR:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectives on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) In creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectives a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectives wgeneral purpose. [SR:Yes; DC:16, none] Necromancy [Evil]	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text]	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days	Touch Personal Close (35 ft.)	CR:p.2 CR:p.2 CR:p.2 ACG:p.1
Name	School Enchantment (Compulsion) [Mind-Affectiis on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectia a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectiw general purpose. [SR:yes; DC:16, none] Necromancy [Evil]	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute = text] ng1 minute 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous	Touch Personal Close (35 ft.) Close (35 ft.) Touch	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectia a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectiw general purpose. [SR:yes; DC:16, none] Necromancy [Evil]	Time nçi standard action 1d8 + 5 temporary hit 1 standard action nçi minute e text] nçi minute 1 standard action 1 minute	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours	Touch Personal Close (35 ft.) Close (35 ft.)	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2
Name 7, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonu 8, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonu 9, S, M] TARGET: You; EFFECT: You can assume the form of any Small or Medit 9, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to 9, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains a ne 9, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No] 9, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular a	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectii as pot you designate. [SR:Yes; DC:16, None; se Enchantment (Compulsion) [Mind-Affectii w general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination ction will bring good or bad results for you in to Transmutation	Time ngl standard action 1d8 + 5 temporary hit 1 standard action ngl minute text] ngl minute 1 standard action 1 minute text in the minute 1 standard action 1 minute the immediate future, 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectii as pot you designate. [SR:Yes; DC:16, None; se Enchantment (Compulsion) [Mind-Affectii w general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination ction will bring good or bad results for you in to Transmutation	Time ngl standard action 1d8 + 5 temporary hit 1 standard action ngl minute text] ngl minute 1 standard action 1 minute text in the minute 1 standard action 1 minute the immediate future, 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectiis as pot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectiis w general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination Interpretation of the properties	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text] ng1 minute 1 standard action 1 minute he immediate future. 1 standard action the creature's existin 1 standard action a +4 enhancement bot	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes g natural armor bonus. [SR:Yes (harmless 5 minutes minutes) so minutes s	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch)] Touch egates (harmless)]	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectii a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectii w general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination cition will bring good or bad results for you in t Transmutation ure's skin granting a +2 enhancement bonus to Transmutation	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute 2 text] ng1 minute 1 standard action 1 minute 1 standard action 1 minute 1 standard action 1 the immediate future, 1 standard action 1 standard action 1 standard action 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes g natural armor bonus. [SR:Yes (harmless 5 minutes)]	Touch Personal Close (35 ft.) Touch Personal Touch)] Touch	CR:p.2 CR:p.2 CR:p.3 ACG:p. UM:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis on attack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectii as pot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectii we general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination Iction will bring good or bad results for you in to Transmutation ure's skin granting a +2 enhancement bonus to Transmutation reater vitality and stamina granting the subject Divination Transmutation	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute 2 text] ng1 minute 1 standard action 1 minute the immediate future. 1 standard action 2 the creature's existin 3 standard action 3 +4 enhancement bo 1 standard action 1 standard action 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes g natural armor bonus. [SR:Yes (harmless 5 minutes mus to Constitution. [SR:Yes; DC:16, Will not 50 minutes 5 minutes	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch)] Touch egates (harmless)]	CR:p.2 CR:p.2 CR:p.2 ACG:p.4 UM:p.2 CR:p.2 CR:p.2 CR:p.2 ACG:p.4
Name J. Aid J. S. DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonu J. Aiter Self J. S. M] TARGET: You; EFFECT: You can assume the form of any Small or Media J. J. Animal Messenger J. S. M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to J. Mimal Messenger J. S. M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a ne J. J. Animate Dead, Lesser J. S. M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No] J. S. M] TARGET: One corpse; EFFECT: An augury can tell you whether a particular a J. J. Barkskin J. S. DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creat J. J. Beart's Endurance J. S. M/DF] TARGET: Creature touched; EFFECT: The affected creature gains g J. J. Beastspeak J. D. Beastspeak J. D. Braket: Creature touched; EFFECT: The subject becomes stronge J. S. M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronge	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectiis as pot you designate. [SR:Yes; DC:16, none; see Enchantment (Compulsion) [Mind-Affectiis w general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination Interest of the property	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text] ng1 minute 1 standard action 1 minute the immediate future. 1 standard action the creature's existin 1 standard action a +4 enhancement be 1 standard action 1 standard action a the standard action 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 minutes [D] 5 days 5 hours Instantaneous Instantaneous 50 minutes 9 matural armor bonus. [SR:Yes (harmless 5 minutes unus to Constitution. [SR:Yes; DC:16, Will n 50 minutes 5 minutes 5 minutes 5 minutes 6 minutes 7 minutes 8 minutes 9 minutes 9 minutes 9 minutes 9 minutes 9 minutes 9 minutes	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch)) Touch egates (harmless)) Personal	CR:p.2 CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2 CR:p.2 CR:p.2 CR:p.2 CR:p.2
	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) am creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectiis as pot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectiis we general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination action will bring good or bad results for you in the Transmutation ure's skin granting a +2 enhancement bonus to Transmutation resater vitality and stamina granting the subject Divination Transmutation Transmutation Transmutation granting a +4 enhancement bonus to Strengtl Transmutation	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text] ng1 minute 1 standard action 1 minute 1 standard action 1 minute the immediate future. 1 standard action the creature's existin 1 standard action 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 days 5 hours Instantaneous Instantaneous 50 minutes g natural armor bonus. [SR:Yes (harmless 5 minutes nous to Constitution. [SR:Yes; DC:16, Will not 50 minutes 5 minutes 5 minutes 5 minutes 5 minutes 5 minutes 5 minutes 6 minutes 6 minutes 7 minutes 7 minutes 8 minutes 9 minu	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch J] Touch egates (harmless)] Personal Touch Close (35 ft.)	CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2 CR:p.2 CR:p.2 CR:p.2 CR:p.2 CR:p.2
Name	School Enchantment (Compulsion) [Mind-Affectiis so nattack rolls and saves vs fear effects, plus Transmutation (Polymorph) Im creature of the humanoid type. Enchantment (Compulsion) [Mind-Affectiis a spot you designate. [SR:Yes; DC:16, None; see Enchantment (Compulsion) [Mind-Affectiis we general purpose. [SR:yes; DC:16, none] Necromancy [Evil] Divination Lotion will bring good or bad results for you in the Transmutation reversely single granting a +2 enhancement bonus to Transmutation Lotion will bring good or bad results for you in the Transmutation rester vitality and stamina granting the subject Divination Transmutation	Time ng1 standard action 1d8 + 5 temporary hit 1 standard action ng1 minute e text] ng1 minute 1 standard action 1 minute 1 standard action 1 minute the immediate future. 1 standard action the creature's existin 1 standard action 1 standard action	Duration 5 minutes points. [SR:Yes (harmless)] 5 days 5 hours Instantaneous Instantaneous 50 minutes g natural armor bonus. [SR:Yes (harmless 5 minutes nous to Constitution. [SR:Yes; DC:16, Will not 50 minutes 5 minutes 5 minutes 5 minutes 5 minutes 5 minutes 5 minutes 6 minutes 6 minutes 7 minutes 7 minutes 8 minutes 9 minu	Touch Personal Close (35 ft.) Close (35 ft.) Touch Personal Touch J] Touch egates (harmless)] Personal Touch Close (35 ft.)	Sour CR:p.2 CR:p.2 ACG:p.1 UM:p.2 CR:p.2 CR:p.2 ACG:p.1 ACG:p.1

	Jilailiali J				
Cure Moderate Wounds 7. S] TARGET: Creature touched; <i>EFFECT:</i> When laying your hand upon a livin	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.26
ext]	Evocation [Darkness]	1 standard action	5 minutes [D]		
] 		i standard action	5 minutes [D]	Touch	CR:p.26
Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.2
/, S, DF] TARGET: Creature touched; <i>EFFECT:</i> The subject becomes temporari	y immune to poison. [SR:Yes (harmless); DC:16. Divination	, Fortitude negates (ha 1 standard action	ermless)] Concentration, up to 5 minutes [D]	60 ft.	UI:p.2
7,5] TARGET: Cone-shaped emanation; EFFECT: As detect magic, but learn m					
DDDD Eagle's Splendor	Transmutation	1 standard action	5 minutes	Touch	CR:p.2
/, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature bed	omes more poised, articulate, and personally fo Divination	orceful gaining a +4 en 1 minute	hancement bonus to Charisma. [SR:Yes; I 5 minutes [D]	C:16, Will negates (harmless)] Long (600 ft.)	APG:p.2
/, S, DF] TARGET: magical sensor; EFFECT: Creates a magical sensor high abo					
Enthrall /, S] TARGET: Any number of creatures; <i>EFFECT</i> : If you have the attention of	Enchantment (Charm) [Language-Depend		1 hour or less	Medium (150 ft.)	CR:p.2
Grander: Any humber of creatures, EFFECT. If you have the attention of the	Necromancy	1 standard action	5 hours or until discharged; see text	Personal	CR:p.2
/, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant your: IDDDD Flame Blade	elf a limited ability to avoid death. Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.2
J.L.J.L.J.<u>Flattie Blade</u> /, S, DF] TARGET: Sword-like beam; <i>EFFECT:</i> A 3-foot-long, blazing beam of re			Jillinutes [D]	016	Cit.p.2
□□□□ Focused Scrutiny	Divination	1 standard action	50 minutes [D]	Personal	ACG:p.1
/, S] TARGET: you; EFFECT: Gain skill bonuses when interacting with the targed in the property of the prope	Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.2
/, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out t					
☐☐☐☐ Gentle Repose /, s, M/DF] TARGET : Corpse touched; <i>EFFECT:</i> You preserve the remains of a	Necromancy	1 standard action	5 days	Touch	CR:p.2
Ghostbane Dirge	Transmutation	1 standard action	5 rounds	Close (35 ft.)	APG:p.2
/, S, M/DF] TARGET: one incorporeal creature; <i>EFFECT:</i> Incorporeal creature	akes half damage from nonmagical weapons. [Transmutation, AirSchool	SR:Yes; DC:16, Will neg 1 standard action	gates] until landing or 5 minutes [D]	Personal	APG:p.2
] 		i standard action	until landing of 5 minutes [b]	reisonai	Ar d.p.2
□□□□ Guiding Star	Divination	1 minute	5 days [D]	Personal	APG:p.2
/, S, M] TARGET: You; <i>EFFECT:</i> Know approximate distance from where you c	ast this spell. Enchantment (Compulsion) [Mind-Affection of the compulsion of the computation of the computat	ก เ 1 standard action	5 rounds [D]; see text	Medium (150 ft.)	CR:p.2
/, S, F/DF] TARGET: One humanoid creature; <i>EFFECT:</i> The subject becomes p	·	-		,	
Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.3
/, S] TARGET: Creature touched; <i>EFFECT:</i> When laying your hand upon a crea	ture, you channel negative energy that deals 2d Necromancy [Poison]	8+5 points of damage. 1 standard action	Permanent until discharged [D]	Touch	UI:p.2
/,S,M] TARGET: One dose of poison or one venomous creature; EFFECT: Dela					an 0
Levitate /, S, F] TARGET: You or one willing creature or one object [total weight up to	Transmutation, AirSchool 500 lbs 1: FFFFCT: Levitate allows you to move yo	1 standard action	5 minutes [D]	Personal or Close	CR:p.3
Life Pact	Necromancy	1 standard action	5 minutes	Close (35 ft.)	ACG:p.1
Janua <u>Life Fact</u>				. (1 1 1)	
, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more t					CR·n 3
	Transmutation	1 standard action	5 minutes	Touch	CR:p.3
, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more to the combination of which can be more to the combination of the combi	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing)	1 standard action o Wisdom. [SR:Yes; DC 1 standard action	5 minutes :16, Will negates (harmless)] Instantaneous	Touch Close (35 ft.)	CR:p.3
, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more the common of the common	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature	1 standard action o Wisdom. [SR: Yes; DC 1 standard action es from the effects of t	5 minutes :16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR :	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega	CR:p.3 tes
, s, DF/M] TARGET: 5 willing living creatures, no two of which can be more to the content of the	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc	1 standard action o Wisdom. [SR:Yes; DC 1 standard action es from the effects of t hr1 standard action	5 minutes :16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega Touch	CR:p.3 tes
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to the content of th	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc	1 standard action o Wisdom. [SR:Yes; DC 1 standard action es from the effects of t hr1 standard action	5 minutes :16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega Touch	CR:p.3 tes CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to a comparative to a comparativ	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc e limited protection from damage of whichever Conjuration (Healing)	1 standard action o Wisdom. [SR:Yes; DC 1 standard action es from the effects of t ht1 standard action one of five energy typ 3 rounds	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes se you select. [SR:Yes (harmless); DC:16, FI Instantaneous	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega Touch oortitude negates (harmless)] Touch	CR:p.3 tes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to a comparation of the comparat	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc e limited protection from damage of whichever Conjuration (Healing) al effects reducing one of the subject's ability s Conjuration (Healing)	1 standard action to Wisdom, ISR:Yes; DC 1 standard action ses from the effects of the hit standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch I the subject's ability scores. [SR:	CR:p.3 tes CR:p.3 CR:p.3 :Yes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to a comparation of the comparat	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc e limited protection from damage of whichever Conjuration (Healing) al effects reducing one of the subject's ability s Conjuration (Healing)	1 standard action to Wisdom, ISR:Yes; DC 1 standard action ses from the effects of the hit standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch I the subject's ability scores. [SR:	CR:p.3 tes CR:p.3 CR:p.3 :Yes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to a comparable to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc elimited protection from damage of whichever Conjuration (Healing) al effects reducing one of the subject's ability s Conjuration (Healing) al effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti	1 standard action to Wisdom, ISR:Yes; DC 1 standard action as from the effects of thi 1 standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on turns 1d4 poi o	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch I the subject's ability scores. [SR: Touch I the subject's ability scores. [SR:	CR:p.3 tes CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to a comparation of the comparat	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc elimited protection from damage of whichever Conjuration (Healing) al effects reducing one of the subject's ability s Conjuration (Healing) al effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti	1 standard action to Wisdom, ISR:Ves; DC 1 standard action tes from the effects of the standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on1 standard action , except that it causes	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR : Touch f the subject's ability scores. [SR : Weddium (150 ft.) b become frightened. [SR :Yes; D]	CR:p.3 tes CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSce elimited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration	1 standard action to Wisdom, ISR:Yes; DC 1 standard action es from the effects of the standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on standard action to standard action text, except that it causes 1 standard action	5 minutes 16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause fall targeted creatures of less than 6 HD to 5 hours [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch I the subject's ability scores. [SR: Touch I the subject's ability scores. [SR:	CR:p.3 tes CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 :Yes
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSce elimited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration	1 standard action to Wisdom, ISR:Yes; DC 1 standard action es from the effects of the standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on standard action to standard action text, except that it causes 1 standard action	5 minutes 16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause fall targeted creatures of less than 6 HD to 5 hours [D]	Touch Close (35 ft.) Yes (harmless); DC :16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR : Touch f the subject's ability scores. [SR : Weddium (150 ft.) b become frightened. [SR :Yes; D]	CR:p.3 tes CR:p.3 CR:p.3:Yes CR:p.3:Yes CR:p.3:CR:p.3 CR:p.3 CR:p.3 CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSc el limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p	1 standard action to Wisdom, [SR:Ves; DC 1 standard action tes from the effects of the standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action Les tandard action on standard action Les tandard action action artial and Fortitude ne	5 minutes 216, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous of 5 rounds or 1 round; see text for cause of all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] egates (see text), Reflex partial; see text]	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: eMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.) Long (600 ft.)	CR:p.3 tes CR:p.3 CR:p.3:Yes CR:p.3:Yes CR:p.3 C:16, Will ACG:p.1
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireScelimited protection from damage of whichever. Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force]	1 standard action to Wisdom, ISR:Yes; DO 1 standard action as from the effects of the hit standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 011 standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] ggates (see text), Reflex partial; see text] 5 rounds [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: deMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.)	CR:p.3 tes CR:p.3 CR:p.3:Yes CR:p.3:Yes CR:p.3 C:16, Will ACG:p.1
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireScelimited protection from damage of whichever. Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force]	1 standard action to Wisdom, ISR:Yes; DO 1 standard action as from the effects of the hit standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 011 standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] ggates (see text), Reflex partial; see text] 5 rounds [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: eMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.) Long (600 ft.)	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 C:16, Will ACG:p.1 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to complete the complete touched; EFFECT: The transmuted creature becomes the complete touched; EFFECT: The transmuted creature becomes the complete touched; EFFECT: The transmuted creature becomes the complete touched; EFFECT: This abjuration grants a creature complete touched; EFFECT: Lesser restoration grants a creature touched; EFFECT: Lesser restoration dispels any maginarmless). DC:16, Will negates (harmless) DC:16, Will negates (harmless)]	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSc el imited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] Conjuration (Summoning) ummon nature's ally I, except that you summon	1 standard action to Wisdom, ISR:Yes; DC 1 standard action as from the effects of t half standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action , except that it causes 1 standard action DC:16, Will negates (h standard action artial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creature	5 minutes 216, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes 50 minutes sey ou select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause of all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] regates (see text), Reflex partial; see text] 5 rounds [D] rorce damage per hit. [SR:Yes] 5 rounds [D] rorce damage per hit. [SR:Yes] 5 rounds [D] red of 13 15-level creatures of the same kit	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: FeMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.) Long (600 ft.) Medium (150 ft.) Close (35 ft.) Loles (35 ft.) Loles (35 ft.) Loles (35 ft.)	CR:p.3 CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 C:16, Will ACG:p.1 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature Abjuration, AirSchool, EarthSchool, FireSc e limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature, [SR:yes (harmless); Transmutation [Poison] ants have sickening sap, [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) immon nature's ally I, except that you summon Conjuration (Summoning)	1 standard action to Wisdom, ISR:Yes; DO T standard action as from the effects of the hit standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 011 standard action to energy the title the title the title 1 standard action DC:16, Will negates (h 1 standard action action T standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]) 5 minutes [D] ggates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] e or 1d3 1st-level creatures of the same kit Concentration + 2 rounds	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: eMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.) Long (600 ft.) Medium (150 ft.) Close (35 ft.)	CR:p.3 CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 C:16, Will ACG:p.1 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to a comparable of the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice Transmutation [WoodSchool]	1 standard action to Wisdom, [SR:Yes; DC 1 standard action s from the effects of the h1 standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on standard action c, except that it causes 1 standard action DC:16, Will negates (h 1 standard action cartial and Fortitude ne 1 standard action eact it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round], which attacks all oth 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous mporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] signates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] e or Id 3 Its-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch Touch fortitude negates (harmless)] Touch f the subject's ability scores. [SR: Touch f the subject's ability scores. [SR: FeMedium (150 ft.) b become frightened. [SR:Yes; DC Close (35 ft.) Long (600 ft.) Medium (150 ft.) Close (35 ft.) Loles (35 ft.) Loles (35 ft.) Loles (35 ft.)	CR:p.3 CR:p.3 CR:p.3 Yes CR:p.3 Yes CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to complete the complete touched; EFFECT: The transmuted creature been always to the complete touched; EFFECT: The transmuted creature been always to form the complete the complete the complete touched; EFFECT: The transmuted creature been always to form the complete	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice Transmutation [WoodSchool]	1 standard action to Wisdom, [SR:Yes; DC 1 standard action s from the effects of the h1 standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi on standard action c, except that it causes 1 standard action DC:16, Will negates (h 1 standard action cartial and Fortitude ne 1 standard action eact it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round], which attacks all oth 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous mporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] signates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] e or Id 3 Its-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Fortitude negates (harmless)] Touch If the subject's ability scores. [SR: Touch If the subje	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 :CH:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to a comparable of the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSc elimited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice Transmutation proposed and transmutation ausers and a large dead tree t Transmutation ause wood to bend and warp, permanently desi	1 standard action to Wisdom, ISR:Nes; DC 1 standard action as from the effects of the standard action one of five energy typ 3 rounds cores or cures 1d4 points at a core of the standard action one; except that it causes 1 standard action except that it causes 1 standard action one 2nd-level creature 1 round one 2nd-level creature 1 round 1, which attacks all oth 1 standard action round with a small nur unt with a small nur unt standard action runk gives the standard action troying its straightness.	5 minutes 216, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage vertication + 2 rounds er creatures within its area. [SR:No] 5 hours [D] be or Id3 1st-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] be of limbs. Instantaneous s, form, and strength. [SR:Yes (object); DC septimes of the same site	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Fortitude negates (harmless)] Touch If the subject's ability scores. [SR: Touch If the subje	CR:p.3 CR:p.3 CR:p.3 PYes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to complete the complete touched; EFFECT: The transmuted creature bear and the complete touched; EFFECT: The transmuted creature bear and the complete	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSc el imitted protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree t Transmutation (Creation)	1 standard action to Wisdom, [SR:Yes; DC 1 standard action s from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action c, except that it causes 1 standard action pC:16, Will negates (h 1 standard action cartial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round], which attacks all oth 1 standard action runk with a small num 1 standard action runking its straightness 1 minute	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] e or 1d3 1st-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Touc	CR:p.3 CR:p.3 CR:p.3 PYes CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to complete the complete touched; EFFECT: The transmuted creature beat armiles; Dr. (1) Remove Paralysis J. S. TARGET: Up to four creatures, no two of which can be more than 30 ft. a narmless) J. S. TARGET: Up to four creatures, no two of which can be more than 30 ft. a narmless) J. S. PARGET: Creature touched; EFFECT: This abjuration grants a creature touched; EFFECT: Lesser restoration dispels any maginarmless), DC:16, Will negates (harmless) J. S. TARGET: Creature touched; EFFECT: Lesser restoration dispels any maginarmless), DC:16, Will negates (harmless) J. S. TARGET: 1 living creatures, no two of which can be more than 30 ft. a artial) J. S. TARGET: 1 living creatures, no two of which can be more than 30 ft. a artial) J. J. TARGET: Your companion creature; EFFECT: As shield other, but affecting Entanglement J. S. DF] TARGET: Plants in a 40-ftradius spread; EFFECT: As entangle, but placed; Spiritual Weapon J. S. DF] TARGET: Magic weapon of force; EFFECT: A weapon made of force a summon Nature's Ally II J. S. DF] TARGET: One summoned creature; EFFECT: This spell functions as summon Swarm J. S. MJOF] TARGET: You; EFFECT: This spell allows you to assume the form of a summon Swarm J. S. S. DF] TARGET: You; EFFECT: This spell allows you to assume the form of a summon Warp Wood J. S. TARGET: 5 Small wooden objects, all within a 20-ft. radius; EFFECT: You summon J. S. TARGET: Somall wooden objects, all within a 20-ft. radius; EFFECT: You summon Syarm	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSc el imitted protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree t Transmutation (Creation)	1 standard action to Wisdom, [SR:Yes; DC 1 standard action s from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action c, except that it causes 1 standard action pC:16, Will negates (h 1 standard action cartial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round], which attacks all oth 1 standard action runk with a small num 1 standard action runking its straightness 1 minute	5 minutes 216, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] orce damage vertication + 2 rounds er creatures within its area. [SR:No] 5 hours [D] be or Id3 1st-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] be of limbs. Instantaneous s, form, and strength. [SR:Yes (object); DC septimes of the same site	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Fortitude negates (harmless)] Touch If the subject's ability scores. [SR: Touch If the subje	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes 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
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the compared to the com	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireScelimited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emotipart; EFFECT: This spell functions like cause fear Abjuration gyour companion creature, [SR:yes (harmless); Transmutation [Poison] and shave sickening sap, [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree to Transmutation ausse wood to bend and warp, permanently dest Conjuration (Creation) FFECT: Create a comfortable shelter made of we Transmutation	1 standard action 1 standard action 2 Wisdom, ISR:Yes; DC 1 standard action 2 strom the effects of that standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 01 standard action 1, except that it causes 1 standard action 1 standard action 1 standard action 2 cit, Will negates (h 1 standard action action action 1 standard action 2 tit, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round 1, which attacks all oth 1 standard action 1 standard action 1 round with a small num 1 standard action 1 standard action 1 rounk with a small num 1 standard action 1 minute bibing, ISR:No] 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] gazes (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] 5 fours [D] 5 hours [D] 1 Instantaneous	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Touc	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 C:16, Will ACG:p.1 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the content of the conte	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireScelimited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emotipart; EFFECT: This spell functions like cause fear Abjuration grour companion creature, [SR:yes (harmless); Transmutation [Poison] and shave sickening sap, [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree to Transmutation ausse wood to bend and warp, permanently desi Conjuration (Creation) FFECT: Create a comfortable shelter made of worth and the stransmutation To Wood shape enables you to form one existing to the stransmutation To Wood shape enables you to form one existing the content of the stransmutation To Wood shape enables you to form one existing the content of the stransmutation To Wood shape enables you to form one existing the content of the stransmutation To Wood Shape enables you to form one existing the content of the stransmutation The content of the subject of t	1 standard action to Wisdom, ISR:Yes; DC 1 standard action as from the effects of that standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 011 standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round 1, which attacks all oth 1 standard action runk with a small num 1 standard action troying its straightnes: 1 minute ebbing, ISR:No] 1 standard action piece of wood into ar	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless]] 5 minutes [D] gates (see text), Reflex partial; see text] 5 rounds [D] orce damage per hit. [SR:Yes] 5 rounds [D] or of da 1st-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous 5, form, and strength, [SR:Yes (object); DC Instantaneous 19 shape that suits your purpose, [SR:Yes	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Touc	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 :C:16, Will ACG:p.1 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3 CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare the content of the conte	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature, [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [Summoning) on as warm of bats, rats, or spiders (your choice Transmutation for shart of the conjuration (Summoning) FECT: Create a comfortable shelter made of we Transmutation To Weod shape enables you to form one existing VEL 3 / Per Day:2+1 School	1 standard action to Wisdom, ISR:Nes; DC 1 standard action as from the effects of that standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action one 2nd-level creatur 1 round one 2nd-level creatur 1 round 1 standard action 1 standard action untk with a small num 1 standard action troying its straightnes: 1 minute bing. ISR:No] 1 standard action g piece of wood into ar / Caster L Time	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of Instantaneous 15 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] 3 ramless)] 5 minutes [D] 3 ramless)] 5 rounds [D] 6 rounds [D] 6 rounds [D] 7 rounds [D] 8 rounds [D] 9 rote damage per hit. [SR:Yes] 5 rounds [D] 9 rote damage within its area. [SR:No] 5 hours [D] 5 hours [D] 15 hours [D] 15 hours [D] 16 rounds 17 rounds 18 reverse (specific partial) 19 shours [D] 19 shours [D] Instantaneous 19 shape that suits your purpose. [SR:Yes] 10 puration	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Touc	CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to company the company of the compa	omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration go your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree to Transmutation (Creation) FFECT: Create a comfortable shelter made of we Transmutation	1 standard action to Wisdom, [SR:Ves; DC 1 standard action s from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action c, except that it causes 1 standard action pc:16, Will negates (h 1 standard action artial and Fortitude ne oil standard action one 2nd-level creatur 1 round 1, which attacks all oth 1 standard action runk with a small num 1 standard action runk straightness in straigh	5 minutes 2:16, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless]] 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 lal ste-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. Instantaneous s, form, and strength. [SR:Yes (object); DC 5 hours [D] Instantaneous sy shape that suits your purpose. [SR:Yes	Touch Close (35 ft.) Yes (harmless); DC:16, Will nega Touch Touch If the subject's ability scores. [SR: Touch	CR:p.3
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to compare to the compared of the	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration go your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree to Transmutation (Creation) FFECT: Create a comfortable shelter made of we Transmutation	1 standard action to Wisdom, ISR:Nes; DC 1 standard action as from the effects of that standard action one of five energy typ. 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action , except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action one 2nd-level creatur 1 round one 2nd-level creatur 1 round 1 standard action 1 standard action untk with a small num 1 standard action troying its straightnes: 1 minute bing. ISR:No] 1 standard action g piece of wood into ar / Caster L Time	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of Instantaneous 15 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] 3 ramless)] 5 minutes [D] 3 ramless)] 5 rounds [D] 6 rounds [D] 6 rounds [D] 7 rounds [D] 8 rounds [D] 9 rote damage per hit. [SR:Yes] 5 rounds [D] 9 rote damage within its area. [SR:No] 5 hours [D] 5 hours [D] 15 hours [D] 15 hours [D] 16 rounds 17 rounds 18 reverse (specific partial) 19 shours [D] 19 shours [D] Instantaneous 19 shape that suits your purpose. [SR:Yes] 10 puration	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch Touc	CR:p.3 CR:p.3 (Pesson CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to compare the content of the conte	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration grour companion creature, [SR:yes (harmless); Transmutation [Poison] and shave sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation (WoodSchool) Large living tree or shrub or a Large dead tree to Transmutation Transm	1 standard action to Wisdom, ISR:Nes; DC 1 standard action as from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action energy of the standard action oil oil standard action oil	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless)] 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 hours [D] ber of limbs. Instantaneous (s, form, and strength, [SR:Yes (object); DC 5 hours [D] Instantaneous (sy shape that suits your purpose, [SR:Yes Level:5 Duration 50 minutes [D] Instantaneous (o]	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3 C:16, Will ACG:p.1 CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to company the company of the compa	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration grour companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree to Transmutation [WoodSchool] suse wood to bend and warp, permanently design conjuration (Creation) FFECT: Create a comfortable shelter made of wo Transmutation Transmutation YEL 3 / Per Day:2+1 School Transmutation you down. Necromancy [Evil]	1 standard action to Wisdom, [SR:Yes; DC 1 standard action st from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi 01 standard action c, except that it causes 1 standard action c, except that it causes 1 standard action DC:16, Will negates (h 1 standard action artial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round 1, which attacks all oth 1 standard action runk with a small num 1 standard action roying its straightnes: minute ebbing. [SR:No] 1 standard action piece of wood into ar / Caster L Time 1 standard action 1 standard action	5 minutes 116, Will negates (harmless)] Instantaneous morary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless]] 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 lal 1st-level creatures of the same kit Concentration + 2 rounds er creatures within its area. [SR:No] 5 hours [D] ber of limbs. nistantaneous s, form, and strength. [SR:Yes (object); DC 5 hours [D] Instantaneous by shape that suits your purpose. [SR:Yes LeVel:5 Duration 50 minutes [D] Instantaneous	Touch Close (35 ft.) Yes (harmless); DC:16, Will negate fourth for the subject's ability scores. [SR: deMedium (150 ft.) ab become frightened. [SR:Yes; DC:16, Will negates (35 ft.) Close (35 ft.) Medium (150 ft.) Personal Close (35 ft.) 116, Will negates (object)] Close (35 ft.) Touch Close (35 ft.) Personal Close (35 ft.) Close (35 ft.) Close (35 ft.) Personal Close (35 ft.) Close (35 ft.)	CR:p.3 CR:p.3 CR:p.3 :Yes CR:p.3 :Yes CR:p.3
A, S, DF/M] TARGET: S willing living creatures, no two of which can be more to compare the content of the conte	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability so Conjuration (Healing) cal effects reducing one of the subject's ability so Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration grour companion creature, [SR:yes (harmless); Transmutation [Poison] and shave sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] opears and attacks foes at a distance, as you dir Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation (WoodSchool) Large living tree or shrub or a Large dead tree to Transmutation Transm	1 standard action to Wisdom, ISR:Nes; DC 1 standard action as from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action energy of the standard action oil oil standard action oil	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F. Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause (all targeted creatures of less than 6 HD to 5 hours [D] armless)] 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 hours [D] ber of limbs. Instantaneous (s, form, and strength, [SR:Yes (object); DC 5 hours [D] Instantaneous (sy shape that suits your purpose, [SR:Yes Level:5 Duration 50 minutes [D] Instantaneous (o]	Touch Close (35 ft.) Yes (harmless); DC:16, Will negal Touch	CR:p.3: CR:p.3: CR:p.3: Yes CR:p.3: Yes CR:p.3:
A, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more to complete the complete to the co	Transmutation omes wiser gaining a +4 enhancement bonus to Conjuration (Healing) part; EFFECT: You can free one or more creature. Abjuration, AirSchool, EarthSchool, FireSce i limited protection from damage of whichever Conjuration (Healing) cal effects reducing one of the subject's ability s Conjuration (Healing) cal effects reducing one of the subject's ability s Necromancy [Fear, Mind-Affecting, Emoti part; EFFECT: This spell functions like cause fear Abjuration g your companion creature. [SR:yes (harmless); Transmutation [Poison] ants have sickening sap. [SR:no; DC:16, Reflex p Evocation [Force] oppears and attacks foes at a distance, as you dir Conjuration (Summoning) ummon nature's ally I, except that you summon Conjuration (Summoning) on a swarm of bats, rats, or spiders (your choice Transmutation [WoodSchool] Large living tree or shrub or a Large dead tree t Transmutation YEL 3 / Per Day:2+1 School Transmutation you down. Necromancy [Evil] ndead skeletons or zombies that obey your spo	1 standard action to Wisdom, [SR:Yes; DC 1 standard action s from the effects of that standard action one of five energy typ 3 rounds cores or cures 1d4 poi 3 rounds cores or cures 1d4 poi oil standard action cexcept that it causes 1 standard action cexcept that it causes 1 standard action pC:16, Will negates (h 1 standard action cartial and Fortitude ne 1 standard action ect it, dealing 1d8+1 fc 1 round one 2nd-level creatur 1 round [], which attacks all oth 1 standard action runk with a small num 1 standard action runk with a small num 1 standard action g piece of wood into ar	5 minutes 116, Will negates (harmless)] Instantaneous emporary paralysis or related magic. [SR: 50 minutes es you select. [SR:Yes (harmless); DC:16, F Instantaneous nts of temporary ability damage to one of Instantaneous nts of temporary ability damage to one of 5 rounds or 1 round; see text for cause f all targeted creatures of less than 6 HD to 5 hours [D] armless)] 5 minutes [D] gares (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); DC 5 hours [D] Instantaneous by shape that suits your purpose, [SR:Yes CVE :5 Duration 50 minutes [D] Instantaneous o] 5 minutes [D] Instantaneous o] 5 minutes [D]	Touch Close (35 ft.) Yes (harmless); DC:16, Will negate fourth for the subject's ability scores. [SR: deMedium (150 ft.) to become frightened. [SR:Yes; DC:16, Will negates (35 ft.) Long (600 ft.) Medium (150 ft.) Close (35 ft.) Close (35 ft.) Personal Close (35 ft.) Touch Close (35 ft.) Personal Close (35 ft.) Touch Close (35 ft.) Personal Close (35 ft.) Touch Touch Close (35 ft.)	CR:p.3: CR:p.3: Yes CR:p.3: Yes CR:p.3:

□□□□□ Call Lightning V, S] TARGET: One or more 30-ftlong vertical lines of lightning; EFFECT: Imm					
V, SI TARGET: One or more 30-ftlong vertical lines of lightning; EFFECT: Imm	Evocation [Electricity]	1 round	5 minutes	Medium (150 ft.)	CR:p.251
oints of electricity damage. [SR:Yes; DC:17, Reflex half]	nediately upon completion of the spell, and onc	e per round thereafter	, you may call down a 5-foot-wide, 30-foo	t-long, vertical bolt of lightnin	ig that deals 3d6
□□□□ <u>Clairaudience/Clairvoyance</u>	Divination (Scrying)	10 minutes	5 minutes [D]	Long (600 ft.)	CR:p.255
/, S, F/DF] TARGET: Magical sensor; EFFECT: Clairaudience/clairvoyance crea	tes an invisible magical sensor at a specific loca Conjuration (Creation)	ition that enables you t 10 minutes	o hear or see almost as if you were there 24 hours; see text	e. [SR:No] Close (35 ft.)	CR:p.26
□□□□□Create Food and Water /, s] TARGET: Food and water to sustain 15 humans or 5 horses for 24 hours					CK.p.20
Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.26
, S] TARGET: Creature touched; EFFECT: When laying your hand upon a livin	g creature, you channel positive energy that cu	res 3d8+5 points of dar	mage. [SR: Yes (harmless) or yes; see text	; DC:17, Will half (harmless) o	r Will half; see
xt] Daylight	Evocation [Light]	1 standard action	50 minutes [D]	Touch	CR:p.26
7, S] TARGET: Object touched; EFFECT: You touch an object when you cast thi					
Deeper Darkness	Evocation [Darkness]	1 standard action	5 minutes [D]	Touch	CR:p.26
/, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness,	except that objects radiate darkness in a 60-foc Enchantment (Compulsion) [Mind-Affect		evel is lowered by two steps. [SR:No] 5 minutes	Cl (25 %)	CD::: 2C
□□□□□Deep Slumber /, s, M] TARGET : One or more living creatures within a 10-ftradius burst; <i>EF</i>	` ' '	•		Close (35 ft.)	CR:p.26
, 3, MJ TAKGET. One of more living creatures within a 10-111 adius burst, EF	Abjuration	1 standard action	Instantaneous	Medium (150 ft.)	CR:p.27
r, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispe	magic to end one ongoing spell that has been	cast on a creature or c	bject, to temporarily suppress the magic	al abilities of a magic item, or	to counter
nother spellcaster's spell. [SR:No]	Enchantment (Compulsion) [Mind-Affect	inc1 round	5 rounds	Close (35 ft.)	CR:p.27
, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targe					
	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.28
, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 6					
Font of Spirit Magic	Conjuration [Creation]	1 standard action	concentration + 5 rounds	30 Ft.	ACG:p.18
, S, M] TARGET : 30-ftradius emanation centered on you; <i>EFFECT</i> : When alli	es cast your spirit's spells, they gain other boni Abjuration	10 minutes	Permanent until discharged [D]	Touch	ACG:p.18
, S, M] TARGET: Object touched or up to 25 sq. ft.; EFFECT: Inscription casts	your hex on those who pass it. [SR: no (object)	and yes (see text); DC:1			
□□□□ Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.30
, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a crea				Touch	CD:- 22
Magic Circle against Chaos , S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT:	Abjuration [Lawful]	1 standard action	50 minutes	Touch	CR:p.30
xt; DC: 17, Will negates (harmless)]					
□□□□Magic Circle against Evil	Abjuration [Good]	1 standard action	50 minutes	Touch	CR:p.30
, S, M/DF] TARGET: 10-ftradius emanation from touched creature; <i>EFFECT</i> : 2:17, Will negates (harmless)]	All creatures within the area gain the effects o	f a protection from evil	spell, and evil summoned creatures can	not enter the area either. [SR:	No; see text;
□□□□ Magic Circle against Good	Abjuration [Evil]	1 standard action	50 minutes	Touch	CR:p.30
, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT:	All creatures within the area gain the effects o	f a protection from god	od spell, and good summoned creatures o	cannot enter the area either. [[SR: No; see text
C:17, Will negates (harmless)]	Abjuration [Chaotic]	1 standard action	50 minutes	Touch	CR:p.30
S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT:					
:17, Will negates (harmless)]					
Magic Vestment	Transmutation	1 standard action	5 hours	Touch	CR:p.31
, S, DF] TARGET: Armor or shield touched; <i>EFFECT</i> : You imbue a suit of armo	er or a snield with an ennancement bonus of + i Enchantment (Compulsion) [Emotion, Mi		ject); DC: 17, Will negates (narmiess, obje 5 rounds [D]	Personal	ACG:p.18
, S, DF] TARGET: you; EFFECT: Neutralize the rage effects of those who have			(see text)]		·
□□□□ <u>Mindlocked Messenger</u>	Enchantment (Compulsion) [Language-D		permanent until discharged [see text]	Close (35 ft.)	ACG:p.18
7, S] TARGET: one willing living creature; EFFECT: Target gains a message that				11 E (150 C)	1.66 40
□□□□ Nauseating Trail /, s, M] TARGET : one willing creature; <i>EFFECT:</i> Creature leaves a trail of stink	Conjuration (Creation) [Poison]	1 standard action	5 rounds	Medium (150 ft.)	ACG:p.18
			.t/)]		
I I I I I*Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 50 minutes; see text	Touch	CR:p.31
	• •				CR:p.31
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; <i>EFFECT:</i> Yor	• •				
, s, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; <i>EFFECT</i> : Yoi 	u detoxify any sort of venom in the creature or Divination	object touched. [SR: Ye: 1 standard action	s (harmless, object); DC: 17, Will negates (5 minutes	harmless, object)] Personal	ACG:p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning)	object touched. [SR: Ye: 1 standard action 1 round	s (harmless, object); DC: 17, Will negates (harmless, object)]	ACG:p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: Yol ☐☐☐☐ Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises. ☐☐☐☐Pocketful of Vipers S.M] TARGET: Object touched; EFFECT: Ward a container with summoned v	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning)	object touched. [SR: Ye: 1 standard action 1 round	s (harmless, object); DC: 17, Will negates (5 minutes	harmless, object)] Personal	ACG:p.19 UI:p.22
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You price Disguise , SJ TARGET: you; EFFECT: See through low-level magical disguises.	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph)	object touched. [SR: Ye: 1 standard action 1 round	s (harmless, object); DC: 17, Will negates (5 minutes 5 hours or until discharged [D]	harmless, object)] Personal Touch	ACG:p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You prierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises.	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS	object touched. [SR:Yes 1 standard action 1 round 0] 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged	(harmless, object)] Personal Touch Close (35 ft.)	ACG:p.19 UI:p.22 ACG:p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You price to Disguise price of the	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireSemporary immunity to the type of energy you	object touched. [SR:Yes 1 standard action 1 round 0] 1 standard action chr1 standard action specify when you cast i	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐☐☐☐ Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises. ☐☐☐☐☐Pocketful of Vipers , S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipering Polymorph Familiar , S] TARGET: your familiar; EFFECT: Give your familiar the shape of another. ☐☐☐☐Protection from Energy , S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants touched; EFFECT: Prote	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing)	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 2th/1 standard action specify when you cast i 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous	(harmless, object)] Personal Touch Close (35 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Pierce Disguise ,SI TARGET: you; EFFECT: See through low-level magical disguises. ,SI TARGET: Object touched; EFFECT: Ward a container with summoned vince of the piect touched; EFFECT: Ward a container with summoned vince of the polymorph Familiar ,SI TARGET: your familiar; EFFECT: Give your familiar the shape of another of the piece of t	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing)	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 2th/1 standard action specify when you cast i 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises.	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration	object touched. [SR:Ye: 1 standard action 1 round 0] 1 standard action chi1 standard action 1 standard action 1 standard action 7, Fortitude negates (h 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous	charmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You □□□□ Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises. □□□□□ Pocketful of Vipers , S, M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers , S, M] TARGET: Object touched; EFFECT: Giver your familiar the shape of another. □□□□□ Protection from Energy , S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants touched; EFFECT: Remove blindness/deafness cures touched; EFFECT: Remove curse can remove to bleed touched; EFFECT: Remove curse can remove touched blindness bleed touched; EFFECT: Remove curse can remove touched blindness bleed touched; EFFECT: Remove curse can remove to bleed touched; EFFECT: Remove curse can remove touched; EFFECT: Remove curse can remov	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) Diindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)	object touched. [SR:Ye- 1 standard action 1 round] 1 standard action thi standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action armless); DC:17, Will r 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous	charmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Pierce Disguise , S) TARGET: you; EFFECT: See through low-level magical disguises. S, MI TARGET: Object touched; EFFECT: Ward a container with summoned vipers , S, MI TARGET: Object touched; EFFECT: Ward a container with summoned vipers , SI TARGET: your familiar; EFFECT: Give your familiar the shape of another. S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants to the container of the container	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (object touched. [SR:Ye: 1 standard action 1 round] 1 standard action chi1 standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action harmless); DC:17, Fortitude negates	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous negates (harmless)] Instantaneous tude negates (harmless)]	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] Touch Touch Touch	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33 CR:p.33
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises.	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Col	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action chu1 standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action 1 standard action 1 standard action 1 standard action harmless); DC:17, Fwill r 1 standard action harmless); DC:17, Fortitude namelessi; DC:17, Fortitude namel	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. (SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous hegates (harmless)] Instantaneous tude negates (harmless)] 5 rounds	(harmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)] Touch Touch	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33 CR:p.33
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ Pierce Disguise S; TARGET: you; EFFECT: See through low-level magical disguises. ☐ ☐ Pocketful of Vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S; TARGET: your familiar; EFFECT: Give your familiar the shape of another vipers S; TARGET: Creature touched; EFFECT: Protection from energy grants vipers S, DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers S; TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers S; TARGET: Creature or object touched; EFFECT: Remove curse can remove S; TARGET: Creature touched; EFFECT: Remove disease can cure all disease S; TARGET: Creature touched; EFFECT: Remove disease can cure all disease S; TARGET: Creature touched; EFFECT: Driving sleet blocks all sight [even or specific processes]	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Coldarkvision] within it and causes the ground in the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Coldarkvision] within it and causes the ground in the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)]	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action chu1 standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action 1 standard action 1 standard action 1 standard action harmless); DC:17, Fwill r 1 standard action harmless); DC:17, Fortitude namelessi; DC:17, Fortitude namel	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged tt. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous hegates (harmless)] Instantaneous tutaneous tutaneous tutaneous 5 rounds 5 rounds lo]	Charmless, object)] Personal Touch Close (35 ft.) Touch Egates (harmless)] Touch Touch Touch Long (600 ft.)	ACG;p.19 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.33
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ Pierce Disquise , S] TARGET: you; EFFECT: See through low-level magical disguises. ☐ ☐ Pocketful of Vipers S,M TARGET: Object touched; EFFECT: Ward a container with summoned vipers S,M TARGET: Object touched; EFFECT: Give your familiar the shape of another. ☐ ☐ Protection from Energy S,DF] TARGET: Creature touched; EFFECT: Protection from energy grants to ☐ ☐ Remove Blindness/Deafness S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to ☐ ☐ Remove Curse S] TARGET: Creature or object touched; EFFECT: Remove curse can remove ☐ Remove Disease S] TARGET: Creature touched; EFFECT: Remove disease can cure all disease ☐ ☐ Remove Disease S,M J TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [evention of the content of the	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering, [SR:Yes (Conjuration, WaterSchool (Creation) [Col darkvision] within it and causes the ground in t Necromancy [Language-Dependent]	object touched. [SR:Ye- 1 standard action 1 round] 1 standard action thi standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action arrmless); DC:17, Forti d 1 standard action narmless); DC:17, Forti d 1 standard action ne area to be icy. [SR:N 10 minutes	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds o] 5 minutes	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] Touch Touch Touch	ACG;p.19 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.33
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐☐☐ Pierce Disguise S] TARGET: you; EFFECT: See through low-level magical disguises. [☐☐☐☐ Pocketful of Vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S,M] TARGET: Object touched; EFFECT: Give your familiar the shape of another. S] TARGET: your familiar; EFFECT: Give your familiar the shape of another. S] TARGET: Creature touched; EFFECT: Protection from energy grants to a standard st	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering, [SR:Yes (Conjuration, WaterSchool (Creation) [Col darkvision] within it and causes the ground in t Necromancy [Language-Dependent]	object touched. [SR:Ye- 1 standard action 1 round] 1 standard action thi standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action arrmless); DC:17, Forti d 1 standard action narmless); DC:17, Forti d 1 standard action ne area to be icy. [SR:N 10 minutes	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds o] 5 minutes	Charmless, object)] Personal Touch Close (35 ft.) Touch Egates (harmless)] Touch Touch Touch Long (600 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.34
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ ☐ ☐ Pierce Disguise S, S] TARGET: you; EFFECT: See through low-level magical disguises. JOIN POCKET IN ON POPPERS S,M] TARGET: Object touched; EFFECT: Ward a container with summoned very group of the shape of another some container with summoned very group familiar; EFFECT: Give your familiar the shape of another some container with summoned very group familiar; EFFECT: Give your familiar the shape of another some container with summoned very group familiar; EFFECT: Protection from energy grants to provide the shape of another some container with summoned very group familiar; EFFECT: Remove blindness/deafness cures to provide the shape of another some container with summoned very grants to provide a shape of the shape of another some container some some container some container some container some some container some containe	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) se from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)]	object touched. [SR:Ye- 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 2 specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action narmless); DC:17, Will r 1 standard action harmless); DC:17, Forti dI standard action harmless); DC:17, Forti 10 minutes 5R:No; DC:17, Will neg; 10 minutes	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged tt. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] Instantaneous tude negates (harmless)] 5 rounds [D] 5 minutes disc; see text] 5 minutes	(harmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text]	ACG;p.19 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 ACG;p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ ☐ ☐ Pierce Disguise ,S] TARGET: you; EFFECT: See through low-level magical disguises. ☐ ☐ ☐ Pocketful of Vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S] TARGET: Your familiar; EFFECT: Give your familiar the shape of another: ☐ ☐ ☐ Protection from Energy S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants to the state of the	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Col Jarkvision] within it and causes the ground in t Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation	object touched. [SR:Ye- 1 standard action 1 round 1 round 1 standard action 7, Fortitude negates (h 1 standard action 10 minutes 10 minutes 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds tol 5 minutes tates; see text] 5 minutes 5 minutes	(harmless, object)] Personal Touch Close (35 ft.) Touch (gates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft.	ACG;p.19 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 ACG;p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐☐☐ Pierce Disguise S] TARGET: you; EFFECT: See through low-level magical disguises. S] TARGET: Object touched: EFFECT: Ward a container with summoned vince of the state o	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Col darkvision] within it and causes the ground int Necromancy [Language-Dependent] et oa a corpse, allowing it to answer questions. Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation ccessfully save or attack the target. [SR:yes; Di	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 2 th1 standard action specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action 1 standard action 1 standard action 1 standard action harmless); DC:17, Forti d) 1 standard action harmless); DC:17, Forti d) 1 standard action harmless); DC:17, Forti 10 minutes SR:No; DC:17, Will neg- 10 minutes 1 standard action 2:17, Fortitude negates	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds tol 5 minutes tates; see text] 5 minutes 5 minutes	(harmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.34 ACG:p.19
. S. M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ Pierce Disguise . S. TARGET: you; EFFECT: See through low-level magical disguises ☐ ☐ Pocketful of Vipers . S.M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers . S.M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers . S. TARGET: Object touched; EFFECT: Ward a container with summoned vipers . S. TARGET: Object touched; EFFECT: Protection from energy grants vipers . S. TARGET: Creature touched; EFFECT: Protection from energy grants vipers . S. TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers . S. TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers . S. TARGET: Creature or object touched; EFFECT: Remove curse can remove . □ ☐ Remove Curse . S. TARGET: Creature touched; EFFECT: Remove disease can cure all disease . □ ☐ Sleet Storm . S. M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even vipers S. M/DF] TARGET: Object Storm . S. DF] TARGET: One dead creature; EFFECT: You grant the semblance of life □ ☐ Speak with Haunt . S. DF] TARGET: one creature EFFECT: Haunt answers one question/2 levels. [. S. DF] TARGET: one creature See text); EFFECT: Predatory animals must story Stinking Cloud	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation Conjuration, EarthSchool (Creation) [Poic Conjuration, EarthSchool (Creation)]	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 1 standard action specify when you cast is 1 standard action 7, Fortitude negates (h 1 standard action harmless); DC:17, Forti d] 1 standard action harmless); DC:17, Forti d] 1 standard action harmless); DC:17, Forti d] 1 standard action 1 on inutes 5R:No; DC:17, Will neg; 10 minutes 1 standard action 1:17, Fortitude negates 1 standard action 1:17, Fortitude negates 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds tolo 5 minutes ates; see text] 5 minutes 5 minutes (see text)] 5 rounds	Charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] Touch Touch Touch Touch Touch Touch Medium (150 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.32 CR:p.33 CR:p.33 CR:p.34 ACG:p.19
.S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Directe Disguise .S] TARGET: you; EFFECT: See through low-level magical disguisesS] TARGET: Object touched; EFFECT: Ward a container with summoned v. Dollars: Object touched; EFFECT: Ward a container with summoned v. Dollars: Object touched; EFFECT: Give your familiar the shape of another: .S] TARGET: Object touched; EFFECT: Give your familiar the shape of another: .D] DP TOTECTION From Energy .S. DF] TARGET: Creature touched; EFFECT: Protection from energy grants to Delta Control Remove Blindness/Deafness .S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to Delta Control Remove Curse .S] TARGET: Creature or object touched; EFFECT: Remove curse can remove Delta Control Remove Disease .S] TARGET: Creature touched; EFFECT: Remove disease can cure all disease .S] TARGET: Creature touched; EFFECT: Priving sleet blocks all sight [even to Delta Control Remove Disease] .S] TARGET: Object Storm .S. M/DF] TARGET: Object Balant; EFFECT: Haunt answers one question/2 levelsS] DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levelsS] DF] TARGET: one reature [see text]; EFFECT: Predatory animals must story Stone Shape	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC Conjuration, EarthSchool (Creation) [Poiloud creates a bank of fog like that created by Transmutation, EarthSchool [Earth]	object touched. [SR:Ye- 1 standard action 1 round 1 round 1 standard action 7, Fortitude negates (Marchael action) 1 standard action 10 minutes 10 minutes 1 standard action 10 minutes 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tates; see text] 5 minutes 5 minutes (see text)] 5 rounds he vapors are nauseating, [SR:No; DC:17 Instantaneous	Charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] Touch Touch Touch Touch Touch Touch Medium (150 ft.)	ACG;p.19 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG;p.19 ACG;p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You pierce Disguise , S] TARGET: you; EFFECT: See through low-level magical disguises. ,S] TARGET: object touched; EFFECT: Ward a container with summoned very polymorph Familiar ,S] TARGET: object touched; EFFECT: Give your familiar the shape of another. ,S] TARGET: your familiar; EFFECT: Give your familiar the shape of another. ,S] TARGET: Creature touched; EFFECT: Protection from energy grants to provide the shape of another. ,S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to provide touched; EFFECT: Remove blindness/deafness cures to provide touched; EFFECT: Remove curse can remove to provide touched; EFFECT: Remove curse can remove to provide touched; EFFECT: Remove curse can remove to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: You grant the semblance of life to provide touched; EFFECT: You grant the semblance of life to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Provide touched; EFFECT: Proving sleet blocks all sight [even to provide touched; EFFECT: Provide touched; EFFECT: Provide touched; EFFECT: Provide touched; EFFECT: Stinking to provide touched; EFFECT: Stinking to provide touched; EFFECT: Provide to	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground int Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. [Necromancy Itanguage-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation ccessfully save or attack the target. [SR:yes; DicConjuration, EarthSchool (Creation) [Poiloud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] fou can form an existing piece of stone into any	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 5 standard action 5 standard action 5 standard action 5 standard action 6 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous negates (harmless)] Instantaneous tude negates (harmless)] 5 rounds 10] 5 minutes 5 minutes stes; see text] 5 minutes (see text)] 5 rounds hold 5 rounds 15 rounds 15 rounds 17 rounds 18 rounds 19 rounds	(harmless, object)] Personal Touch Close (35 ft.) Touch (gates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text] Medium (150 ft.) Fortitude negates; see text] Touch	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34
.S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You in Pierce Disguise .] Pierce Disguise .S, TARGET: you; EFFECT: See through low-level magical disguises] Pocketful of Vipers .S.M] TARGET: Object touched; EFFECT: Ward a container with summoned void in Polymorph Familiar .S, TARGET: Out familiar; EFFECT: Give your familiar the shape of another of the shape of th	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground int Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation accessfully save or attack the target. [SR:yes; Dicconjuration, EarthSchool (Creation) [Poidoud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] fou can form an existing piece of stone into any Necromancy [Death]	object touched. [SR:Ye- 1 standard action 1 round 1 round 1 standard action 7, Fortitude negates (Marchael action) 1 standard action 10 minutes 10 minutes 1 standard action 10 minutes 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous legates (harmless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tates; see text] 5 minutes 5 minutes (see text)] 5 rounds he vapors are nauseating, [SR:No; DC:17 Instantaneous	charmless, object)] Personal Touch Close (35 ft.) Touch egates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text] Medium (150 ft.) Medium (150 ft.) Fortitude negates; see text]	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You ☐ Pierce Disguise S; TARGET: you; EFFECT: See through low-level magical disguises. ☐ ☐ Pocketful of Vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers S, TARGET: Object touched; EFFECT: Ward a container with summoned vipers S] TARGET: Orea trainer touched; EFFECT: Protection from energy grants vipers S, TARGET: Creature touched; EFFECT: Protection from energy grants vipers S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures vipers S] TARGET: Creature or object touched; EFFECT: Remove curse can remove S] TARGET: Creature or object touched; EFFECT: Remove disease can cure all disease S] TARGET: Creature touched; EFFECT: Remove disease can cure all disease S] TARGET: Creature touched; EFFECT: Priving sleet blocks all sight [even vipers of the priving sleet blocks all sight [even	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) se from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions., Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC:00] Conjuration, EarthSchool (Creation) [Poit loud creates a bank of fog like that created by Transmutation, sarthSchool [Earth] You can form an existing piece of stone into any Necromancy [Death] staggers target. [SR:yes; DC:17, none]	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 5 standard action 5 standard action 5 standard action 5 standard action 6 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tate rese text] 5 minutes 5 minutes 5 minutes 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose, [SR:No] instantaneous	Charmless, object)] Personal Touch Close (35 ft.) Touch Egates (harmless)] 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 UI:p.22 ACG;p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG;p.19 ACG;p.19 ACG;p.19
.S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You Directe Disguise .S] TARGET: you; EFFECT: See through low-level magical disguisesS] TARGET: Object touched; EFFECT: Ward a container with summoned volume of the semblance of anotherS] TARGET: Object touched; EFFECT: Ward a container with summoned volume of the semblance of anotherS] TARGET: Your familiar: EFFECT: Give your familiar the shape of anotherS] TARGET: Creature touched; EFFECT: Protection from energy grants to the semblance of anotherS] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to the semblance of the se	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) est from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC:17, will negates of the target of the production of t	object touched. [SR:Ye- 1 standard action 1 round 1 round 1 standard action 2 standard action 7, Fortitude negates (h 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 1 standard action 1 standard action 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude net Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tates; see text] 5 minutes 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous	(harmless, object)] Personal Touch 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 Touch Close (35 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG:p.19 CR:p.34 ACG:p.19 CR:p.34
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You	detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) set from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation)] [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC:0njuration, EarthSchool (Creation) [Poit loud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] of ou can form an existing piece of stone into an Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) summon nature's ally I, except that you can su	object touched. [SR:Ye- 1 standard action 1 round)] 1 standard action 1 standard action 2 specify when you cast i 1 standard action 1 standard action 2 specify when you cast i 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 3 standard action 4 standard action 4 standard action 5 sR:No; DC:17, Will reg. 10 minutes 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard action 5 standard action 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tate; see text] 5 minutes 5 minutes 5 minutes 4 see; see text] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous purpose. [SR:No] instantaneous 5 rounds [D] 5 rounds [D] 5 rounds [D]	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] 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.) ne kind, or 1d4+1 1st-level cree	ACG;p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG;p.19 ACG;p.19 ACG;p.19 CR:p.34 CR:p.34
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC:17, will negates of stone into any Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text)] summon nature's ally I, except that you can su Transmutation	object touched. [SR:Ye- 1 standard action 1 round)] 1 standard action 2 standard action 2 standard action 2 standard action 3 specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 5 standard action 5 standard action 1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 1 round 2 standard action 1 round 2 standard action 1 standard action 1 standard action 1 standard action 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude net Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds to] 5 minutes tates; see text] 5 minutes 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous	(harmless, object)] Personal Touch 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 Touch Close (35 ft.)	ACG;p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG;p.19 ACG;p.19 ACG;p.19 CR:p.34 CR:p.34
., S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You pierce Disguise ., S] TARGET: you; EFFECT: See through low-level magical disguises) Pocketful of Vipers .S.M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers .S.M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers .S. TARGET: Your familiar; EFFECT: Give your familiar the shape of anotherS. TARGET: Your familiar; EFFECT: Give your familiar the shape of anotherS. TARGET: Creature touched; EFFECT: Protection from energy grants to the standard of the standard of the shape of anotherS. DF] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to the standard of the standard of the shape of anotherS. S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures to the standard of the standard of the shape	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) set from which the subject is suffering, [SR:Yes (Conjuration, WaterSchool (Creation) [Codarkvision] within it and causes the ground in the Necromancy [Language-Dependent] et o a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation coessfully save or attack the target. [SR:yes; DC:0njuration, EarthSchool (Creation) [Polioud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] fou can form an existing piece of stone into an Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) summon nature's ally I, except that you can sustants make ranged attacks. [SR:no; DC:17, Refl	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 1 minutes 1 standard action 2 standard action 3 standard action 4 standard action 1 standard action	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous logates (harmless)] Instantaneous tude negates (harmless)] 5 rounds 10] 5 minutes tates; see text] 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17] Instantaneous purpose. [SR:No] instantaneous 5 rounds [D] eature, 1d3 2nd-level creatures of the santaneous 5 minutes [D]	(harmless, object)] Personal Touch Close (35 ft.) Touch gates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text] Medium (150 ft.) Medium (150 ft.) Touch Touch Close (35 ft.) ne kind, or 1d4+1 1st-level cree Long (600 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34 ACG:p.19 ACG:p.19 ACG:p.19
, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You pierce Disguise , S, TARGET: you; EFFECT: See through low-level magical disguises.	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground into the Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation ccessfully save or attack the target. [SR:yes; Dicconjuration, EarthSchool (Creation) [Poil loud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] (ou can form an existing piece of stone into an Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text)) summon nature's ally I, except that you can su Transmutation lants make ranged attacks. [SR:no; DC:17, Refl Transmutation, WaterSchool	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard action 7 standard action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 6 standard action 7 standard action 7 standard action 7 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 9 standard action 1 standard act	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds 10] 5 minutes stes; see text] 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous 5 rounds 6 your conditions of the same o	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (harmless)] 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.) ne kind, or 1d4+1 1st-level cree	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.33 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34 ACG:p.19 ACG:p.19 ACG:p.19
A.S. M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You plerce Disguise A.S. TARGET: you; EFFECT: See through low-level magical disguises. A.S. TARGET: Object touched; EFFECT: Ward a container with summoned villed by the semantial of the shape of another in the shape of the shape in the shape in the shape of the shape in the shap	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) blindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground into the Necromancy [Language-Dependent] et oa corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation ccessfully save or attack the target. [SR:yes; Dicconjuration, EarthSchool (Creation) [Poil loud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] (ou can form an existing piece of stone into an Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text)) summon nature's ally I, except that you can su Transmutation lants make ranged attacks. [SR:no; DC:17, Refl Transmutation, WaterSchool	object touched. [SR:Ye: 1 standard action 1 round] 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard action 7 standard action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 6 standard action 7 standard action 7 standard action 7 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 9 standard action 1 standard act	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 50 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] 5 rounds 10] 5 minutes stes; see text] 5 minutes (see text)] 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous 5 rounds 6 your conditions of the same o	(harmless, object)] Personal Touch Close (35 ft.) Touch gates (harmless)] Touch Touch Touch Long (600 ft.) 10 ft. 10 Ft. [see text] Medium (150 ft.) Medium (150 ft.) Touch Touch Close (35 ft.) ne kind, or 1d4+1 1st-level cree Long (600 ft.)	ACG:p.19 UI:p.22 ACG:p.19 CR:p.33 CR:p.33 CR:p.34 CR:p.34 ACG:p.19 ACG:p.19 CR:p.34 ACG:p.19 CR:p.34 ACG:p.19 CR:p.34
	u detoxify any sort of venom in the creature or Divination Conjuration (Summoning) ipers. [SR:No; DC:17, Fortitude negates (object Transmutation (Polymorph) animal. [SR:yes (harmless); DC:17, none] Abjuration, AirSchool, EarthSchool, FireS emporary immunity to the type of energy you Conjuration (Healing) olindness or deafness. [SR:Yes (harmless); DC:1 Abjuration all curses on an object or a creature. [SR:Yes (Conjuration (Healing)) es from which the subject is suffering. [SR:Yes (Conjuration, WaterSchool (Creation) [Coldarkvision] within it and causes the ground in the Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [Necromancy [Language-Dependent] SR:no; DC:17, Will negates (see text)] Transmutation cccessfully save or attack the target. [SR:yes; DC:17, Will negates (See text)] Transmutation, EarthSchool (Creation) [Poidoud creates a bank of fog like that created by Transmutation, EarthSchool [Earth] You can form an existing piece of stone into any Necromancy [Death] staggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text)) summon nature's ally I, except that you can su Transmutation lants make ranged attacks. [SR:no; DC:17, Refl Transmutation, WaterSchool ures can breathe water freely. [SR:Yes (harmle) Transmutation [Water]	object touched. [SR:Ye- 1 standard action 1 round)] 1 standard action 2 standard action 2 standard action 2 standard action 3 specify when you cast i 1 standard action 6 specify when you cast i 1 standard action 7, Fortitude negates (h 1 standard action 10 minutes 1 standard action 2:17, Fortitude negates 1 standard action 1 standard action 1 standard action 2:17, Fortitude negates 1 standard action 1 standard action 2:17, Fortitude negates 1 standard action 1 standard action 2:17, Fortitude negates 1 standard action 1 standard action 2:17, Fortitude negates 2:17	s (harmless, object); DC:17, Will negates (5 minutes 5 hours or until discharged [D] 5 minutes [D] 5 minutes or until discharged t. [SR:Yes (harmless); DC:17, Fortitude ne Instantaneous armless)] Instantaneous tude negates (harmless)] Instantaneous tude negates (harmless)] 5 minutes 5 minutes 5 minutes 5 minutes 5 minutes 5 sometatly 5 rounds he vapors are nauseating. [SR:No; DC:17 Instantaneous purpose. [SR:No] instantaneous 5 rounds [D] auture, 1d3 2nd-level creatures of the san 5 minutes [D] 10 hours; see text (harmless)] 50 minutes [D]	charmless, object)] Personal Touch Close (35 ft.) Touch rgates (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.) ne kind, or 1d4+1 1st-level cree Long (600 ft.) Touch	CR:p.31/ ACG:p.19/ UI:p.22/ ACG:p.19/ CR:p.33/ CR:p.33/ CR:p.34/ CR:p.34/ ACG:p.19/ CR:p.35/ ACG:p.19/ CR:p.36/ CR:p.36/

* =Domain/Speciality Spell

Thokk Heartmender

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
PHOBIAS
PERSONALITY TRAITS
PERSONALITYTRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
,
RESIDENCE
LOCATION
None
REGION
Rovagug
DEITY
Humanoid
Race Type
Dans Cult Turns

Description: Biography: