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| **BATTLE** | | | | | |
| **Enlarge Person** | Transmutation; | 1 Round; | 1 min/lvl; | Close (25 ft + 5 ft/2 lvls) |
|  | **[V,S,M(powered iron)]** **TARGET**: 1 Humanoid Creature; **EFFECT**: Creature doubles in size; weight x8. +2 Str, -2 Dex, -1 Attack rolls, and -1 AC. Creatures increase by one step in creature sizes. Large creatures have a 10 ft space and reach of 10 ft; Speed is unaffected. | | | |
| **Fog Cloud** |  |  |  |  |
| **BONES** | | | | |
| **Cause Fear** |  |  |  |  |
| **False Life** |  |  |  |  |
| **FLAME** | | | | |
| **Burning Hands** |  |  |  |  |
| **Resists Energy** |  |  |  |  |
| **HEAVENS** | | | | |
| **Color Spray** | Illusion (pattern) [mind-affecting] | 1 Standard Action | Instantaneous | 15 ft. |
|  | **[V,S,M(red, yellow, and blue powder or colored sand)] TARGET**: Cone-shaped burst; **EFFECT**: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.   * 2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.) * *3 or 4 HD*: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round. * *5 or more HD*: The creature is stunned for 1 round. * Sightless creatures are not affected by color spray. | | | |
| **Hypnotic Pattern** | Illusion (pattern) [mind-affecting] | 1 Standard Action | Concentration +2 rounds | Medium (100 ft. + 10 ft/lvl) |
|  | **[S,M(a stick of incense or a crystal rod)] TARGET**: 10 ft. radius spread; **EFFECT**: A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.  A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component. [**SR**: Yes; Will Negates] | | | |
| **LORE** | | | | |
| **Identify** | Divination | 1 Standard Action | 3 Rounds/lvl (D) | 60 ft |
|  | **[V,S,M(wine stirred with an owl’s feather)] TARGET**: Cone-shaped emanation; **EFFECT**: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [**SR**: No] | | | |
| **Tongues** | Divination | 1 Standard Action | 10 min/lvl | Touch |
|  | **[V,M/DF(a clay model of a ziggurat)] TARGET**: Creature touched;  **EFFECT**: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.  [**SR**: No; Will negates (harmless)] | | | |
| **NATURE** | | | | |
| **Charm Animal** |  |  |  |  |
| **Barkskin** |  |  |  |  |
| **STONE** | | | | |
| **Magic Stone** |  |  |  |  |
| **Stone Call** | Conjuration (creation) [earth] | 1 Standard Action | 1 Round/lvl | Medium (100 ft. + 10 ft/lvl) |
|  | **[V,S,DF] TARGET**: Cylinder (40 ft. radius, 20 ft. high) **EFFECT**: A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).  [**SR**: No] | | | |
| **WAVES** | | | | |
| **Hydraulic Push** |  |  |  |  |
| **Slipstream** | Conjuration (creation) [water] | 1 Standard Action | 10 min/lvl | Touch |
|  | **[V,S,M/DF(a few drops of oil and water)] TARGET**: Creature touched;  **EFFECT**: You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.  [**SR**: No; Reflex negates (harmless)] | | | |
| **WIND** | | | | |
| **Alter Winds** | Transmutation [Air] | 1 min | 1 hr/lvl | Touch |
|  | **[V,S] TARGET**: Immobile 10 ft. radius emanation; **EFFECT**: You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. [Caster/Force: 1-3/Light; 4-9/Moderate; 10-15/Strong; 16+/Severe] [**SR**: Yes; Will negates] | | | |
| **Gust of Wind** | Evocation [Air] | 1 Standard Action | 1 Round | 60 ft. |
|  | **[V,S] TARGET**: Line-shaped gust of severe wind emanating out from you to the extreme of the range. **EFFECT**: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.  [**SR**: Yes, Fortitude negates] | | | |