Unna	med	1					Kona	I						None		Noi	ne			
Characte	r Name						Player N	ame					Deity	Region		Aligr	ment			_
Shama	an (Spe	aker f	or the	Past)	13		Humar	n / Humanoi	d				Medium / 5 ft.	5' 10" /	180 lbs.	No	mal			
CLASS							RACE						SIZE / FACE	HEIGHT /	WEIGHT	VISI	ON			_
13 (12	)		31	5000 /	4450	00	0		Ма	le						20				
	, er Level (C	CR)		P/NEXT			AGE			IDER			EYES	HAIR		Poin	ts			
ABILITY NAM	ME BASE	BASE	ABILITY		TEMP	TEMP			w	OUNDS/CUF	RENT HP		SUBDUAL DAMAGE	DAM	AGE REDUCTION		5	PEE	c	
STR Strength	score	мор +3	score 16	+3	SCORE	MOD	HP hit points	119									Wa	ılk 30	) ft.	
DEX Dexterity	14	+1	12	+1	16	+3	AC armor class		26	<b>17</b> = тоџсн		8 ARMO BONI	DR SHIELD STAT SIZE		+ 0 + 0 +		+ C			) sc
CON Constitution		+2	16 9	+3		H		ATIVE odifier	+9 =	+3 +	+6 MISC MODIFIER	[	Arcane ARMOR SPELL HANCE Spell CHECK RESIST	ACID COI RESIST RES	LD ELECT. FIRE					
WIS	17	+3	19	+4	—	Ξī,	Ener	mbranea					Failure PENALTY TOTAL SKILLPOINTS: 52 (UNU					ΜΔΧ	RANKS: 13	(13
Wisdom	17	73	19	<b>T</b> 4			Encu	mbrance		Light			· · · · · · · · ·	,	SKILLS		ABILI		ANKS MISC	c
CHA	12	+1	12	+1								(	SKILL NA	AME		SKILL MODIFIER			MODIF	
Charisma S A \/IN	IG THRO		TOTAL	BASE	ABIL	ITY MAGI	C MISC	EPIC TEM	1P			/	Acrobatics Acrobatics (Jump)		DEX DEX	0	= 3 = 3		+ -3	3
				SAVE	_							v (	Appraise		INT	3 -1	- 3 = -1			
FUR	CTITU	DE	+9	= +4	+ +	3 + +2	2 + +0	+ +0 +				• ./	Bluff		CHA	-1	= 1			
RE	EFLEX	<	+9	= +4	++	3 + +2	2 + +0	+ +0 +	۰.			/	Climb		STR	3	= 3			
	(dexterity)	-	10									/	Craft (Untrained)		INT	-1	= -1			
	NILL		+14	= +8	++	4  + +2	2 + +0	+ +0 +				1	Diplomacy		CHA	1	= 1			
	(wisdom)								_			1	Disguise		CHA	1	= 1			
			тот	A.I.								1	Escape Artist		DEX	0	= 3		+ -3	3
ME	LEE		+12/		] = [	BASE ATTAC +9/+		+ +3 + +(			TEMP	1	Fly		DEX	0	= 3		+ -3	3
attacl	k bonus		112/	.,		10/1	-					1	Heal		WIS	4	= 4			
RAN	IGED		+12/	+7	] = [	+9/+	-4	+ +3 + +0	) + +0	) + 0	+	1	Intimidate		CHA	1	= 1			
attacl	k bonus											1	Perception		WIS	4	= 4			
			+12/	+7	=	+9/+	-4	+ +3 + +(	) +	+	+	~	Perform (Untrained)		CHA	1	= 1			
attacl				70.0			210.0014			BULL		1	Ride		DEX	0	= 3		+ -3	3
CMB		APPLE		TRIF +12/-			DISARM +12/+7	SUN +12		RUSH +12	overrun	1	Sense Motive		WIS	4	= 4			
		20		00			20		0				Stealth		DEX	0	= 3		+ -3	3
CMD		29		29			29	2	9	29	29	1	Survival Swim		WIS	4	= 4 = 3		+ 4	
U	NARM	ED	TC	TAL ATT		ONUS	DAMA			REA		~	SWIIII		STR	4	= 3 =	+	+ 1	
(1	nonlethal or	ıly)		+1	2/+7		1d3-	+3 20,	/x2	5 f	t.						=	+	+	
	*(	Shor	tena	ar +2			HAND	TYPE SIZE	E CRIT	ICAL R	EACH		✓: can be used	untrained, X:	exclusive skills. *	: Skill	Maste	ry.		
			•				Primary	/ P M	20/	/x2	5 ft.									
411.0		To H			Dam	0141 0	(011)	To Hit			am									
1H-P 1H-O		+14/-			1d6+7			+8/+3			6+7									
2H		+10/-			1d6+5 1d6+8	·		+10/+	)		6+7 6+5									
	nge: 20		3		Hit: +	,			nage: 1		0+0									
	30 ft.			40 ft.		60 ft		80 ft.		100 ft.										
TH	+12/+			-12/+7		+10/-	-	+8/+3		+6/+1										
Dam	1d6+	(		1d6+7		1d6+	-/	1d6+7		1d6+	(									

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Agile Breastplate +2	Medium	+8	+3	-3	25

	EQUIPME	NT			A shaman lear
ITEM		LOCATION	QTY	WT / COST	or weaken foes.
Headband of Inspired Wi	sdom +2	Equipped	1	1 / 4,000	opportunity unlese Mysteries of the
Shortspear +2		Equipped	1	3 / 8,301	wysteries of the
Agile Breastplate +2		Equipped	1	25 / 4,550	A speaker for
Belt (CON +2)		Equipped	1	0 / 4,000	Perception, and ancestorUM and
Enhancement bonus to ability CON +2 Cloak ( Save Bonus (Res	sistance) (+2))	Equipped	1	0 / 4,000	those spells). Th
Resistance bonus to all saving throws of +	2				choose a time w
TOTAL WEIGHT CARRI	ED/VALUE	29 lbs.	24,8	51gp	her daily allotme time. Because s
W	EIGHT ALLC	WANCE			spirit she bonds
Light 76 Lift over head 230	Medium			leavy 230 Drag 1150	Orisons
Lift over neau 230	Lift off ground		Push /	Diag 1150	Shamans can
	MONE			L 5440 1	are cast like any
			spent Fu	inds = 5,149 gp]	again. Revelations of t
	MAGIC	;			
	Languag	es			At 4th, 6th, 12th from the ancesto
	Commor	ı			for these revelati
	Other Compa	anions			for the purposes hex.
					Secret (Ex)
Creation for the Deet	Archetyp	es	(Deine I		
Speaker for the Past				nc Advanced s Guide, p.111]	
A speaker for the past is a	shaman who spe	cifically serve			Skilled
from her people's history. A sp	beaker for the pas	st is often an a	dvocate	of the ancestors	
of a specific group, the voice past to aid the present.	or experience, a	nd a powerful	resource	that allows the	Humans gain a
					they gain a level Spirit (Su)
Desetienen.	Traits		(Deine I	a Ashianaad	
Reactionary				nc Advanced s Guide, p.328]	
You were bullied often as a	child, but never q	uite develope	-	••••	other class featu
Instead, you became adept a			and rea	cting to danger	(such as the orac
quickly. You gain a +2 trait bo	nus on minarive (	TIECKS.			must change. So or spirit to make
	Special Att	acks			Spirit Magic
Misfortune (Su)			-	nc Advanced	
The shaman causes a creat	re within 30 feet	to suffer arave		ss Guide, p.37]	A shaman can she prepared ah
Anytime the creature makes a					she can cast, no
it must roll twice and take the					granted by her sp
negates this hex. This hex affe or not the save is successful,					at the time she of that she knows, it
24 hours.			9	- Grind	the time to cast t
	Special Qua	alitics			Spirit of the Wa
Battle (Spirit)	Special Qua	annes	[Paizo ]	nc Advanced	You can summ
				ss Guide, p.37]	
Spirit Magic Spells: enlarge					Dexterity, and C bonus while pos
of fire (4th), righteous might earthquake (8th), storm of ver		s strength (6th	), contro	I weather (7th),	attacks), and yo
Battle Master (Ex)	5		[Paizo I	nc Advanced	
				ss Guide, p.37]	must be spent in Time Flicker (Su
The shaman makes an extra the attacks of opportunity gran				oility stacks with	Time Flicker (St
Battle Spirit (Su)				nc Advanced	
				ss Guide, p.38]	blur spell). You c to be consecutiv
A shaman surrounds herself (including the shaman) receive					this ability, you o
rolls. The shaman can use thi					as 1 minute of y
consecutive.					Time Hop (Su)
Bonus Feat				aizo Inc Core Rulebook, p.27]	
Humans select one extra fea	at at 1st level.			, , <b>P</b> . <b>-</b> , ]	be used in 5-foot
Enemies' Bane (Su)			-	nc Advanced	willing creatures
As a swift action, the shama	in imbues a single	e weanon she		ss Guide, p.38] a with the bane	creature brought
weapon special ability, choosi					Ward (Su)
effect lasts for 1 minute. If the			•		The shaman p
the type chosen, the additiona can use this ability 4/day.	a damage dealt b	y bane increa	ses to 40	io. The shaman	receives a +2 de
Flight (Su)				nc Advanced	
<b>T</b> I 11 11 11 11 11				r's Guide, p.66]	active at a time.
The witch grow lighter as yo witch can use feather fall on he					previous ward in
She can cast levitate on herse					Weapon and Ar
13 minutes per day. These m	inutes do not nee				A shaman is pr
spent in 1-minute increments. Hex			[Paizo ]	nc Advanced	Witch Hox
			-	ss Guide, p.35]	
Character: Unnamed 1	500	Character Territor	by Error 1	anad an work i DCC	Arcady, Barak, Dimrill, D

arns a number of magical tricks, called hexes, which grant her powers . Using a hex is a standard action that doesn't provoke an attack of ess otherwise noted. The saving throw DC to resist a hex is 20. e Past [Paizo Inc. - Advanced

### Class Guide, p.111]

the past gains Linguistics, Knowledge (history), Knowledge (local), Use Magic Device as class skills. She also adds the spells from the d timeUM oracle mysteries to her class spell list (as the cleric level for nis ability replaces the shaman's familiar. The speaker for the past must when she must spend 1 hour each day in guiet contemplation to regain ent of spells, but does not need to commune with a familiar during this he has no familiar, she does not gain a spirit familiar feature from any with.

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

prepare a number of orisons, or 0-level spells, each day. These spells y other spell, but they are not expended when cast and may be used

the Past

[Paizo Inc. - Advanced Class Guide, p.112]

h, 14th, and 20th levels, the speaker for the past can select a revelation or or time mysteries. She uses her shaman level as her oracle level tions, and uses her Wisdom modifier in place of her Charisma modifier s of the revelation. This ability replaces wandering spirit and wandering [Paizo Inc. - Advanced

Class Guide, p.37] eceives one metamagic feat as a bonus feat. The shaman must meet

s for the feat. [Paizo Inc. - Core

Rulebook, p.27] an additional skill rank at first level and one additional rank whenever

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

ms a mystical bond with the spirits of the world. She forms a lasting gle spirit, which grants a number of abilities and defines many of her ures. If the shaman takes levels in another class that grants a mystery acle), the spirit and mystery must match, even if that means one of them Subject to GM discretion, the shaman can change her former mystery them conform

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

a spontaneously cast a limited number of spells per day beyond those head of time. She has one spell slot per day of each shaman spell level ot including orisons. She can choose these spells from the list of spells pirits (see the spirit class feature and the wandering spirit class feature) casts them. She can enhance these spells using any metamagic feat using up a higher-level spell slot as required by the feat and increasing the spell.

arrior (Su)

[Paizo Inc. - Advanced Class Guide, p.53]

mon the spirit of a great warrior ancestor and allow it to possess you, ghty warrior yourself. You gain a +4 enhancement bonus to Strength Constitution, and a +4 natural armor bonus to AC. Your base attack ssessed equals your Shaman level (which may give you additional ou gain the Improved Critical feat with a weapon of your choice. You ility for 6 rounds. This duration does not need to be consecutive, but it n 1-round increments.

action, you can flicker in and out of time, gaining concealment (as the can use this ability for 13 minutes per day. This duration does not need re, but it must be spent in 1-minute increments. Each time you activate can treat it as the blink spell, though each round spent this way counts our normal time flicker duration.

Class Guide, p.57] ction, you can teleport up to 130 feet per day. This teleportation must ot increments. This movement does not provoke attacks of opportunity line of sight to your destination to use this ability. You can bring other s with you, but you must expend an equal amount of distance for each t [Paizo Inc. - Advanced Class Guide, p.37] places a protective ward over one creature. The warded creature eflection bonus to AC and a +2 resistance bonus on saving throws. This the warded creature is hit or fails a saving throw. A shaman knows creature is no longer protected. A shaman can have only one ward If the shaman uses this hex while a previous ward is still active, that

mmediately ends. A shaman cannot use this ability on herself. rmor Proficiency [Paizo Inc. - Advanced Class Guide] roficient with all simple weapons, and with light and medium armor.

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

u)

[Paizo Inc. - Advanced Class Guide, p.57]

## [Paizo Inc. - Advanced

The shaman selects any one hex normally available through the witch's hex class feature. She treats her shaman level as her witch level when determining the powers and abilities of the hex. She uses her Wisdom modifier in place of her Intelligence modifier for the hex. She cannot select major hexes or grand hexes using this ability. The shaman cannot select a witch hex that has the same name as a shaman hex.

Feats	
Empower Spell	[Paizo Inc Core
	Rulebook, p.122]
You can increase the power of your spells, causing them to deal	more damage.
All variable, numeric effects of an empowered spell are increase	ed by half including
bonuses to those dice rolls. Saving throws and opposed rolls are n	ot affected, nor are
spells without random variables. An empowered spell uses up a s	spell slot two levels
higher than the spell's actual level.	
Improved Initiative	[Paizo Inc Coro

Improved miliarive	[Faizo inc core
	Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
Power Attack	[Paizo Inc Core
	Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

#### Quicken Spell

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

You can cast spells in the fraction of the normal time.

Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity. Weapon Focus (Spear)

Weapon Focus (Spear)	[Paizo Inc Core
	Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon. Weapon Specialization (Shortspear) [Paizo Inc.

[Paizo Inc. - Core Rulebook, p.137]

You deal extra damage when using your chosen weapon.

You gain a +2 bonus on all damage rolls you make using the selected weapon.

### Proficiencies

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

### **Temporary Bonus**

Shield Longstrider Shield of Faith Cat's Grace

Name					nate	nacio	al Sp	ells									
			School Transmut	ation A	irSchool		Tim 1 im	e mediate act		Duration Until landin	ng or 13	rounde			Range Close (55 ft.)		Sourc CR:p.28
t Will Feather Fa	smaller free-falling objects or cre	eatures. no two of v				EFFECT: T					-			:11. Will	. ,	less) or Will	
Levitate			Transmut	ation, A	irSchool		1 sta	andard actio	on .	13 minutes	[D]				Personal or C		CR:p.30
, S, F] TARGET: You or on	e willing creature or one object	[total weight up to '	1300 lbs.]; EFFE	CT: Levi		you to move omain/Specia		another crea	ature, or	an object u	up and	down as	s you wi	sh. [ <b>SR:</b> N	10]		
					Sha	man S	Spell	ls									
	LEVEL	0	1	2		3	4	5		6		7		8	9	1	
	PER DAY Concentration	4 +17	5	5		5	5	3		2		1		—	—		
	Concentration				_						_						
		L	EVEL	0 / I	Per [	Day:4	/Ca	ster l	Lev	el:13	3						
Name	ark		School Universal				Tim 1 sta	e andard actio		Duration Permanent	t				Range Touch		Sourc CR:p.24
	al rune or mark, all of which mus	st fit within 1 sq. ft.;	EFFECT: This s		ws you to i	nscribe your p	personal ru	ine or mark.	[SR:No	<b>b</b> ]							
Bleed	reature; <b>EFFECT:</b> You cause a l	living creature that	Necromar	-	atabilizad t	- rooumo duir		andard actio		Instantaneo	ous				Close (55 ft.)		CR:p.24
Create Wa		living creature that			ation) [Wat			andard actio		Instantaneo	ous				Close (55 ft.)		CR:p.26
	lons of water; EFFECT: This sp	ell generates whole				an rain water.				1 minute [C	21				Madium (220	<b>4</b> )	CD 20
Dancing L (, S) TARGET: Up to four lic	Ignts ohts, all within a 10-ftradius are	ea; <b>EFFECT:</b> You d	Evocation create up to four I			lanterns or t		andard actio R:No]	m	i minute [L	ונ				Medium (230	it.)	CR:p.26
DODO Daze	,					[Mind-Affec			n	1 round					Close (55 ft.)		CR:p.26
/, S, M] TARGET: One hum	anoid creature of 4 HD or less;	EFFECT: This spe	Il clouds the mine Divinatior		imanoid cre	eature with 4		it Dice so the		es no actio Concentrat					es] 60 ft.		CR:p.26
/, S] TARGET: Cone-shape	d emanation; EFFECT: You det	tect magical auras.	[ <b>SR:</b> No]														
		wher FFFFOT V	Divination		contract in	oot co o		andard actio		Instantaneo					Close (55 ft.)		CR:p.26
7, <b>S] TARGET:</b> Or Area one	creature, one object, or a 5-ft. c	Lube; EFFEC1: Yo	u determine whe Divinatior		eature, obj	ect, or area h		oisoned or is andard actio		nous. [SR:N 1 minute or		ischarge	ed		Touch		CR:p.2
/, S] TARGET: Creature tou	iched; EFFECT: This spell imbu	ies the subject with	a touch of divine Divinatior		ce. [ <b>SR:</b> Ye	s; <b>DC:</b> 14, Wi			20	Instanta	0110				Personal		00
A Contraction Contraction (Contraction) (Con	ection CT: When you cast this spell, you	u instantly know the			your curren	t position.	1 sta	andard actio	Л	Instantaneo	Jus				reisonal		CR:p.30
Light			Evocation	n [Light,	WoodSch		1 sta	andard actio	n	130 minute	es				Touch		CR:p.30
/, M/DF] TARGET: Object to	ouched; <i>EFFECT:</i> This spell cau	uses a touched obj			SR:No] IetalSchoo	b]	10 n	ninutes		Instantaneo	ous				10 ft.		CR:p.31
	of up to 13 lb.; <i>EFFECT:</i> This sp	ell repairs damage	ed objects, restori	ing 1d4 h		-						(harmle	ss, obje	ct)]			
DDDDD <mark>Purify Foo</mark>			Transmut					andard actio		Instantaneo					10 ft.		CR:p.32
bject)]	contaminated food and water; E	FFECT: This spell			seased, po	isonous, or o						SUITADI	e for eat	ing and c		es (object); D	
	<b>ic</b> <b>ECT:</b> You can decipher magical	Linscriptions on ob	Divination		anons and	the likethat		andard actio		130 minute	es				Personal		CR:p.33
			Abjuration		apono, and	are into anac		andard actio	-	1 minute					Touch		CR:p.33
			-					anuaru actio	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	1 minute					rouon		
	ure touched; <i>EFFECT:</i> You imb	oue the subject with		that prof		n harm, grant	ing it a +1 i	resistance b	onus o	n saves. [ <b>S</b>		(harmle:	ss); DC:	14, Will r	egates (harmle	ess)]	CR:n 34
Stabilize	ure touched; <i>EFFECT:</i> You imb		Conjuratio	that prot on (Hea	ling)	_	ing it a +1 i 1 sta	resistance b andard actio	oonus oi on	n saves. [ <b>S</b> Instantaned	ous	-	ss); DC:	14, Will r		ess)]	CR:p.34
<b>Stabilize</b> (, s) TARGET: One living cr <b>Dan</b>	reature; <i>EFFECT:</i> Upon casting Fatigue	this spell, you targ	Conjuration let a living creature Necroman	that prot on (Hea re that h ncy	ling) as -1 or fev	ver hit points.	ing it a +1 i 1 sta . [ <b>SR:</b> Yes ( 1 sta	resistance b andard actio (harmless); I andard actio	oonus or on <b>DC:</b> 14, on	n saves. [ <b>S</b> Instantaned	ous	-	ss); DC:	14, Will r	egates (harmle	ess)]	
A Stabilize (, s) TARGET: One living cr Comparison of F	reature; EFFECT: Upon casting	this spell, you targ	Conjuration let a living creature Necroman	that prot on (Hea re that h ncy ch, fatigu	ling) as -1 or fev	ver hit points.	ing it a +1 i 1 sta . [ <b>SR:</b> Yes ( 1 sta ; <b>DC:</b> 14, Fo	resistance b andard actio (harmless); I andard actio	oonus or on DC:14, on ates]	n saves. [ <b>S</b> Instantaned Will negate	ous	-	ss); DC:	14, Will r	negates (harmle Close (55 ft.)	955)]	CR:p.36
Stabilize         /, S] TARGET: One living or         Touch of F         /, S, M] TARGET: Creature         Y, S, M] TARGET: Creature	reature; <i>EFFECT:</i> Upon casting Fatigue	this spell, you targ	Conjuration let a living creatur Necroman through your touc Transmut	that prof on (Hea re that h ncy ch, fatigu ation	ling) las -1 or fev uing the tar	ver hit points. get. [ <b>SR:</b> Yes;	ing it a +1 i 1 sta . [ <b>SR:</b> Yes ( 1 sta ; <b>DC:</b> 14, Fo 1 sta	resistance b andard actio (harmless); I andard actio prtitude nega andard actio	oonus or on <b>DC:</b> 14, on ates] on	n saves. [ <b>S</b> Instantaned Will negate 13 rounds 1 min.	ous es (harn	-	ss); <b>DC:</b>	14, Will r	egates (harmle Close (55 ft.) Touch	ess)]	CR:p.36
Stabilize         /, S] TARGET: One living or         Touch of F         /, S, M] TARGET: Creature         Y, S, M] TARGET: Creature	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe	this spell, you targ	Conjuration let a living creatur Necroman through your touc Transmut	that prof on (Heal re that h ncy ch, fatigu ation surge of	ling) las -1 or fev uing the tarr f life, granti	ver hit points. get. [ <b>SR:</b> Yes; ng the subjec	ing it a +1 i 1 sta . [ <b>SR:</b> Yes ( 1 sta ; <b>DC:</b> 14, Fo 1 sta ct 1 tempor	resistance b andard actio (harmless); I andard actio prtitude nega andard actio ary hit point	DONUS OF DC:14, on ates] on t. [SR:Y	n saves. [ <b>S</b> Instantaned Will negate 13 rounds 1 min. es (harmles	ous es (harn ss)]	-	ss); <b>DC:</b>	14, Will r	egates (harmle Close (55 ft.) Touch	955)]	CR:p.36
A Stabilize X S TARGET: One living or Touch of F X, S, MJ TARGET: Creature X, S, DFJ TARGET: Creature Name	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe	this spell, you targ	Conjuration tet a living creature Necroman through your touce Transmutt eature with a tiny LEVEL School	that prof on (Heal re that h ncy ch, fatigu ation surge of 1 / 1	ling) has -1 or fev uing the targ f life, granti Per [	wer hit points. get. [ <b>SR</b> :Yes; ng the subject Day:5	ing it a +1 1 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta ct 1 tempor / Ca Tim	resistance b andard actio (harmless); I andard actio pritude nega andard actio ary hit point Ster I e	DC:14, DC:14, on ates] on t. [SR:Y	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles <b>/el:13</b> Duration	ous es (harn ss)] 3	-	ss); DC:	14, Will r	egates (harmle Close (55 ft.) Touch Touch Range	955)]	CR:p.34 CR:p.36 CR:p.36 Sourc
A Stabilize X S TARGET: One living or Touch of F X, S, MJ TARGET: Creature A, S, DFJ TARGET: Creature X, S, DFJ TARGET: Creature Name Name	reature; <i>EFFECT</i> : Upon casting Fatigue touched; <i>EFFECT</i> : You channe e touched; <i>EFFECT</i> : With a touc	this spell, you targ el negative energy t ch, you infuse a cre	Conjuratik et a living creatu Necromar through your touc Transmut eature with a tiny EVEL School Enchantm	that prof on (Heal re that h ncy ch, fatigu ation surge of 1 / 1	ling) has -1 or fev uing the tary f life, granti <b>Per [</b> pompulsion]	wer hit points. get. [SR:Yes; ng the subjec Day:5 ) [Fear, Mind	ing it a +1 i 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta ct 1 tempor / Ca Tim I-Affec 1 sta	resistance b andard actio (harmless); I andard actio pritude nega andard actio ary hit point Ster I e andard actio	DC:14, DC:14, on ates] on t. [SR:Y	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles <b>/el:13</b>	ous es (harn ss)] 3	-	ss); <b>DC:</b>	14, Will r	egates (harmle Close (55 ft.) Touch Touch	955)]	CR:p.36 CR:p.36
Stabilize Stabilize Stabilize Starget: One living or Touch of F S, M] TARGET: Creature S, MJ TARGET: Creature S, MJ TARGET: Creature Name Mame Stable S, MJ TARGET: 50-ftra	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe	this spell, you targ el negative energy t ch, you infuse a cre	Conjurati et a living creatu Necromar through your touc Transmut eature with a tiny EVEL School Enchantm pur enemies with	that prof on (Heal re that h ncy ch, fatigu ation surge of 1 / 1	ling) has -1 or fevuling the target f life, granti Per [ compulsion] d doubt. [Si	wer hit points. get. [SR:Yes; ng the subjec Day:5 ) [Fear, Mind	ing it a +1 1 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta ct 1 tempor / Ca Tim t-Affec1 sta 5, Will nega	resistance b andard actio (harmless); l andard actio prtitude nege andard actio ary hit point Ster   e andard actio ates]	DONUS OF DC:14, on ates] on t. [SR:Y Lev	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles <b>/el:13</b> Duration	ous es (harn ss)] 3	-	ss); DC:	14, Will r	egates (harmle Close (55 ft.) Touch Touch Range	955)]	CR:p.36 CR:p.36 Source
Stabilize Stabilize Stabilize Star Star Stabilize Star Star Star Star Star Star Star Star	reature; <i>EFFECT</i> : Upon casting Fatigue touched; <i>EFFECT</i> : You channe touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EF</i> ter and all allies within a 50-ft. b	this spell, you targ I negative energy t ch, you infuse a cre L FECT: Bane fills yo	Conjuratie Necromar Necromar through your touc Transmut eature with a tiny EVEL School Enchantm pur enemies with Enchantm	that prof on (Heal re that h ncy ch, fatigu ation surge of 1 / 1 hent (Co fear and hent (Co CT: Bles	ling) uas -1 or fev uing the tar Per [ pmpulsion] d doubt. [Si pmpulsion] is fills your	wer hit points. get. [SR:Yes; ng the subjec Day:5 ) [Fear, Mind R:Yes; DC:16 ) [Mind-Affec allies with co	ing it a +1 1 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta ct 1 tempor / Ca Tim I-Affec1 sta 5, Will nega sting] 1 sta urage. [SR	resistance b andard actio harmless); l andard actio ortitude nega andard actio ary hit point <b>Ster 1</b> e andard actio ates] andard actio ates] andard actio ates ( andard actio ates ( ates (	DONUS OF DC:14, on ates] on t. [SR:Y LEV on ess)]	n saves. [S Instantanew Will negate 13 rounds 1 min. es (harmles <b>/el:12</b> Duration 13 minutes 13 minutes	ous es (harn ss)] 3 3	-	ss); DC:	14, Will r	egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft.	955)]	CR:p.36 CR:p.36 Sourc CR:p.24 CR:p.24
Stabilize , sj TARGET: One living cr , s, MJ TARGET: Creature , s, DFJ TARGET: Creature Name , s, DFJ TARGET: Creature , s, DFJ TARGET: 50-ftra , s, DFJ TARGET: 50-ftra , s, DFJ TARGET: The cas , s, DFJ TARGET: The cas , s, DFJ TARGET: The cas	reature; <i>EFFECT</i> : Upon casting Fatigue touched; <i>EFFECT</i> : You channe touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EF</i> ter and all allies within a 50-ft. b	this spell, you targ el negative energy t ch, you infuse a cre L FECT: Bane fills your purst, centered on th	Conjurati Necromar Necromar through your touc Transmut eature with a tiny EVEL School Enchantm bur enemies with Enchantm he caster; EFFEt Evocation	that proton (Heal on (Heal re that h ncy ch, fatigu ation surge of 1 / 1 nent (Co fear and fear and corr: Bles h, FireSo	ling) uas -1 or fev uing the tar Per [ ompulsion] d doubt. [Sl ompulsion] is fills your chool [Fire	wer hit points get. [SR:Yes; ng the subjec Day:5 ] [Fear, Mind R:Yes; DC:11 ] [Mind-Affec allies with co ]	ing it a +1 1 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta ct 1 tempor / Ca Tim t-Affec1 sta 5, Will nege cting] 1 sta urage. [SR 1 sta	resistance b andard actio harmless); I andard actio pritude nega andard actio ary hit point <b>Ster I</b> e andard actio ates] andard actio :Yes (harml andard actio	Donus of DC:14, on ates] on t. [SR:Y LEV on less)] on	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet Cel: 13 Duration 13 minutes 13 minutes	ous es (harn ss)] 3 5 5 5 5	nless)]			Regates (harmle Close (55 ft.) Touch Touch Range 50 ft.	955)]	CR:p.36 CR:p.36 Sourc CR:p.24 CR:p.24
Stabilize , Sj TARGET: One living or , S, MJ TARGET: Creature , S, MJ TARGET: Creature , S, DFJ TARGET: Creature , S, DFJ TARGET: Creature , S, DFJ TARGET: 50-ft-ra , S, DFJ TARGET: The cas , S, DFJ TARGET: Cone-shape , S, DFJ TARGET: Cone-shape	reature; <i>EFFECT</i> : Upon casting <b>Fatigue</b> touched; <i>EFFECT</i> : You channe a touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EF</i> ter and all allies within a 50-ft. b <u>ands</u> d burst; <i>EFFECT</i> : A cone of sec nals	this spell, you targ al negative energy t ch, you infuse a cre L FECT: Bane fills you purst, centered on the aring flame shoots	Conjuration Necromani through your touc Transmut eature with a tiny EVEL School Enchantur bur enemies with Enchantur he caster; EFFE Evocation from your fingerti Enchantur	that prof on (Heal re that h ncy sh, fatigu ation surge of 1 / 1 hent (Co fear and hent (Co C7: Bles h, FireSc ips dealinent (Co	ling) vas -1 or fev ing the target f life, granti Per [ ompulsion] d doubt. [Sid ompulsion] as fills your chool [Fire ng 5d4 poin ompulsion]	wer hit points get. [SR:Yes; ng the subjec Day:5 [Fear, Mind R:Yes; DC:11 [Mind-Affec allies with co ] nts of fire dan [Mind-Affec	ing it a +1 1 1 sta SR:Yes ( 1 sta CC:14, Fc 1 sta t 1 tempor / Ca Tim t-Affec1 sta 5, Will nega ctting 1 sta urage, [SR 1 sta mage to any ctting, f1 sta	resistance b andard actic harmless); I andard actic brittude negg andard actic ary hit point <b>Ster 1</b> e andard actic ates] andard actic ates] andard actic ary (harml andard actic y creature ir andard actic	Donus of DC:14, on ates] on t. [SR:Y LEV on ess)] on h the eff on	n saves. [S] Instantaned Will negate 13 rounds 1 min. es (harmles (eff. 13) Duration 13 minutes Instantaned fect area. [S] 13 minutes	ous es (harn ss)] 3 3 5 5 5 5 5 8 8 8 7 8 7	nless)]			egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft.	9955)]	CR:p.34 CR:p.34 Sourr CR:p.24 CR:p.24
Stabilize Stabilize Stabilize Start	reature; <i>EFFECT</i> : Upon casting Fatigue touched; <i>EFFECT</i> : You channe touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EFi</i> ter and all allies within a 50-ft. b ands do urst; <i>EFFECT</i> : A cone of sea nals in 30 ft. of each other; <i>EFFECT</i>	this spell, you targ al negative energy t ch, you infuse a cre L FECT: Bane fills you purst, centered on the aring flame shoots	Conjuration Necromar Necromar Necromar Intrough your touc Transmut eature with a tiny EVEL School Enchantm he caster; EFFE Evocation from your fingerti Enchantm s and quiets anin	that prof on (Heal re that h ncy sh, fatigu ation surge of 1 / 1 hent (Co fear and hent (Co CT: Bles h, FireSc ips dealinent (Co mals, ren	ling) uing the tarre- f life, grantit Per [ ompulsion] d doubt. [Signapulsion] as fills your chool [Fire ompulsion] data fills your chool and the second ompulsion] definition and the second of the second	wer hit points get. [SR:Yes; ng the subjec Day:5 [Fear, Mind R:Yes; DC:11 [Mind-Affec allies with co ] nts of fire dan [Mind-Affec	ing it a +1 1 1 sta . [SR:Yes ( 1 sta ; DC:14, Fc 1 sta t 1 tempor / Ca Tim I-Affec1 sta 5, Will negecting] 1 sta urage, [SR 1 sta mage to any, ctting, f1 sta harmless, ]	resistance b andard actic harmless); () andard actic ortitude nega andard actic ary hit point <b>Ster I</b> e andard actic ates) andard actic stes) andard actic y creature ir andard actic y creature ir andard actic (SR:Yes; DC	nonus on DC:14, nn ates] nn (SR:Y LEV on nn nn nn nn nn c: [SR:Y (SR:Y)	n saves. [S] Instantaned Will negate 13 rounds 1 min. es (harmles (eff. 13) Duration 13 minutes Instantaned fect area. [S] 13 minutes	ous es (harn ss)] 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	nless)] ; <b>DC:</b> 15	, Reflex		Range 50 ft. 15 ft.	ess)]	CR:p.36 CR:p.36 Sourc CR:p.24 CR:p.24 CR:p.24
	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi- ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nals in 30 ft. of each other; EFFECT If reature with 5 or fewer HD; EFFi-	this spell, you targ el negative energy t ch, you infuse a cre <i>FECT:</i> Bane fills yourst, centered on the aring flame shoots T: This spell soothe	Conjurati Necromar through your touc Transmut eature with a tiny EVEL School Enchantr he caster; EFFE Evocation from your fingert Enchantr s and quiets anin Necromar	that proion (Heal re that h hocy ch, fatigu ation surge of 1 / 1 hent (Co fear and CT: Bless h, FireSC Bys deali hent (Co nais, ren hocy [Feae es frighte	ling) aas -1 or fev uing the tarr f life, granti Per [ ompulsion] d doubt. [Si ompulsion] as fills your chool [Fire ng 5d4 poi ompulsion] adering theu ar, Mind-Af ened. [SR:	wer hit points. get. [SR:Yes; ng the subject Day:5 ) [Fear, Mind R:Yes; DC:15 (Mind-Affect allies with co ] this of fire dan [Mind-Affect m docile and fecting, Erm Yes; DC:15, N	ing it a +1 1 1 sta 1 sta 1 sta 1 sta 1 sta 1 sta 1 sta 1 sta 1 st	resistance b andard actio harmless); I andard actio pritude nega andard actio any hit point Ster I e andard actio ates] andard actio :Yes (harml andard actio (SR:Yes; DC andard actio (SR:Yes; DC	nonus or n DC:14, n n tates] n . [SR:Y LCV n n n n n n n n n c . [S, W n n n n n n n n n n n n n n n n n n n	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet (el:12) Duration 13 minutes 13 minutes Instantaned iect area. [S 13 minutes 13 minutes 14 rounds	ous es (harn ss)] 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	nless)] ; <b>DC:</b> 15	, Reflex		Range 50 ft. 15 ft. 20 cs (55 ft.) 7 ouch 50 ft. 15 ft. 20 cs (55 ft.) 2 close (55 ft.)	285)]	CR:p.36 CR:p.36 Sourc CR:p.24 CR:p.24 CR:p.25 CR:p.25
	reature: <i>EFFECT</i> : Upon casting <b>atigue</b> touched; <i>EFFECT</i> : You channe a touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EF</i> ter and all allies within a 50-ft. b <u>ands</u> d burst; <i>EFFECT</i> : A cone of sea <u>nals</u> in 30 ft. of each other; <i>EFFECT</i> <u>I</u> reature with 5 or fewer HD; <i>EFF</i> <u>imal</u>	this spell, you targ el negative energy t ch, you infuse a cre L FECT: Bane fills you purst, centered on the aring flame shoots T: This spell soothe ECT: The affected	Conjuratie Necromar Necromar through your touc Transmut eature with a tiny EVEL School Enchantm be caster; EFFE Evocation from your fingerti Enchantm s and quiets anin Necromar creature become	that proform (Heal re that h ncy surge of ation surge of ation surge of the nent (Co fear anco fear anco f	ling) as -1 or fev uing the tarr f life, grantif Per [ perpulsion] d doubt. [Sl perpulsion] as fills your chool [Fire ng 5d4 poin mpulsion] addring their arr, Mind-At arr, Mind-At arr, Mind-At arr, Mind-At	wer hit points. get. [SR:Yes; ng the subject Day:5 ) [Fear, Mind R:Yes; DC:15 [Mind-Affect m docile and fecting, Emm Yes; DC:15, \ d-Affecting]	ing it a +1 1 1 sta 1 sta	resistance b andard actio harmless); I andard actio pritude neg andard actio ary hit point <b>Ster I</b> e andard actio ates] andard actio :Yes (harml andard actio y creature ir andard actio (SR:Yes; DG andard actio andard actio	nonus or DC:14, DC:14, an ates] n t. [SR:Y CC CC SR:Y an an an an an an an an ates] an an ates] an an ates] an an ates] an an ates] an an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] an ates] ate	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet Cel:13 Duration 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 14 rounds	ous es (harn ss)] 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	nless)] ; <b>DC:</b> 15	, Reflex		Range 50 ft. 15 ft. 20 cs (55 ft.)	2955)]	CR:p.36 CR:p.36 Sourc CR:p.24
Stabilize Stabilize Stabilize Start Concentry Start St	teature; <i>EFFECT</i> : Upon casting <b>Fatigue</b> touched; <i>EFFECT</i> : You channe touched; <i>EFFECT</i> : With a touc dius burst, centered on you; <i>EF</i> ands d burst; <i>EFFECT</i> : A cone of see nals in 30 ft. of each other; <i>EFFECT</i> in 20 ft. of each other; <i>EFFECT</i> in al <i>EFFECT</i> : This spell functions li	this spell, you targ el negative energy t ch, you infuse a cre L FECT: Bane fills you purst, centered on the aring flame shoots T: This spell soothe ECT: The affected	Conjuration Necroman Introduction of the construction Cransmut eature with a tiny EVEL School Enchantm but enemies with Enchantm he caster; <i>EFFE</i> Evocation from your fingert Enchantm s and quiets anim Necroman creature become Enchantm	that profo on (Heal re that h ncy surge of a 1 / 1 nent (Co fear and nent (Co fear and nent (Co cT: Bles h, FireSci lise deal nent (Co nals, ren ncy (Fee s fright heat (Ch cts a cree	ling) ling) las -1 or few ling the tan f life, grantif PET [ pompulsion] d doubt. [SI pompulsion] d doubt. [Si pompulsion] dering there ar, Mind-At ened. [SR: aarm) [Min- enarm) [Min- enarm) [Min- enarm] (Min- enarm) [Min- enarm] (Min- enarm) [Min- enarm] [Min-	wer hit points. get. [SR:Yes; ng the subject Day:5 ) [Fear, Mind R:Yes; DC:15 [Mind-Affect m docile and fecting, Emm Yes; DC:15, \ d-Affecting]	ing it a +1 1 1 sta 1 sta 1 sta 2 st	resistance b andard action harmless); (andard action andard action andard action andard action andard action andard action (SR:Yes; Do andard action (SR:Yes; D)	vonus or DC:14, on ates] on i. [SR:Y LCV on on n the eff on C:15, W on on I negate	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet Cel:13 Duration 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 14 rounds	ous es (harn ss)] 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	nless)] ; <b>DC:</b> 15	, Reflex		Range 50 ft. 15 ft. 20 cs (55 ft.) 7 ouch 50 ft. 15 ft. 20 cs (55 ft.) 2 close (55 ft.)	255)]	CR:p.34 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
Stabilize Stabilize Stabilize Star Star Stabilize Star Star Stabilize Star Star Stabilize Star Star Star Stabilize Star Star Star Star Star Star Star Star	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nals in 30 ft. of each other; EFFECT in EFFECT: This spell functions li EFFECT: This spell functions li EFFECT: This spell functions li SON	this spell, you targ I negative energy t ch, you infuse a cre <i>FECT:</i> Bane fills you wurst, centered on the arring flame shoots: This spell soothe <i>ECT:</i> The affected ike charm person, e	Conjuration Necromar Necromar Necromar Intrough your touc Transmut Batture with a tiny CEVEL School Enchantm be caster; EFFE Evocation from your fingerti Enchantm s and quiets anim Necromar creature become Enchantm except that it affe Enchantm	that proion (Heal re that h ney sh, fatigu surge of 1 / 1 hent (Co fear and nent (Co fear and fear and	ling) ling) las -1 or few ling the tan- f life, grantif PPET [ pompulsion] d doubt. [SI pompulsion] d doubt. [Si pompulsion] is fills your chool [Fire ng 544 poin mpulsion] indering their arr, Mind-At ened. [SR: aarrn) [Min- aature of th aarrn) [Min- aature of th aarrn) [Min-	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect allies with co allies	ing it a +1 1 1 sta 1 sta 1 sta 2 CC:14, Fc 1 sta 1 st	resistance b andard actic harmless); i andard actic ortitude nega andard actic ary hit point <b>Ster I</b> e andard actic andard actic (SR:Yes; DC andard actic (SR:Yes; DC andard actic andard actic (SR:Yes; DC andard actic (SR:Yes; DC:15, Will andard actic	onus of an array of the second	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles <b>Cel:12</b> <b>Duration</b> 13 minutes 13 minutes Instantaned field negates] 144 rounds 13 hours es] 13 hours pates]	ous ss)] s ss)] s s ss] s ss] s ss] s ss] s ss] s ss]	nless)] ; <b>DC:</b> 15	, Reflex		egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft. 50 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.)	2255)]	CR:p.30 CR:p.30 Sourc CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
Stabilize Stabilize Stabilize State	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nals in 30 ft. of each other; EFFECT in EFFECT: This spell functions li EFFECT: This spell functions li EFFECT: This spell functions li SON	this spell, you targ el negative energy t ch, you infuse a cree FECT: Bane fills you with centered on th aring flame shoots T: This spell soothe FECT: The affected ike charm person, a rm makes a humar	Conjuration Necromar Necromar Infruedy your touc Transmut eature with a tiny EVEL School Enchantm bur enemies with Enchantm he caster; EFFE Evocation from your fingerti Enchantm s and quiets anin Necromar creature become Enchantm except that it affe Enchantm	that proion (Heal re that h ney sh, fatigu surge of 1 / 1 hent (Co fear and nent (Co fear and fear and	ling) ling the tarrist f life, granti Per [ ompulsion] d doubt. (ST ompulsion) is fills your school [Fire and 44 pois ompulsion] is fills your school [Fire arr, Mind-At ened. [SR:Y aarm) [Min- aarm) [Min- aarm) [Min- aarm) [Min- aarm) [Min- aarm] [Min- aarm	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:16 (Mind-Affect allies with co allies with co allies with co allies with co allies with co co the data fecting, Emot d'Affecting] e animal type d-Affecting, ad friend and	ing it a +1 1 1 sta 1 sta	resistance b andard action harmless); i andard action ortitude nega andard action andard action andard action andard action andard action (SR:Yes; Inaml andard action (SR:Yes; Inaml (SR:Yes; In	onus of DC:14, on LC:14, on t. [SR:Y LCV on on on on on on on on on on	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet <b>Cel:12</b> <b>Duration</b> 13 minutes 13 minutes Instantaned fect area. [S 13 minutes 13 minutes 13 minutes 13 nours es] 13 hours gates] Instantaned	ous ss)] 3 3 ous ss?; a s s s s s s s s s s ous s s s s s s s s	; DC:15	, Reflex	haif)	egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft. 50 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch		CR:p.34 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
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Stabilize Stabilize Stabilize State	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nais in 30 ft. of each other; EFFECT If reature with 5 or fewer HD; EFFE imal EFFECT: This spell functions li "SSON Did creature; EFFECT: This chai h atures touched; EFFECT: A tou end Languages EFFECT: You can understand ti t Wounds tohed; EFFECT: When laying you	this spell, you targ I negative energy to ch, you infuse a cre- ch, you infuse a cre- ch, you infuse a cre- ch, you infuse a cre- ch form spell soother inform person, of the charm person, of the charm person, of the spoken words o	Conjuration Necromar Necromar Necromar Infruedy your touc Transmut eature with a tiny EVEL Enchantur Dur enemies with Enchantur he caster; EFFE Evocation from your fingerti Enchantur except that it affe Enchantur except that it affe Enchantur noid creature reg Necromar , which glows wit Divination of creatures or rea Conjurati	that proion (Heal re that h ney sh, fatigu surge of 1 / 1 hent (Co fear and fear and	ling) ling) las -1 or fev uing the tan f life, granti Per [ ompulsion] d doubt. (ST ompulsion) is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire arm, Mind-At ened. [SR:Y aarm) [Min- as its truste nergy, dism wise incom ling) d positive e	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect allies with co 1 (Mind-Affect allies with co 2 allies with co 1 (Mind-Affect allies with co 2 allies with co 3 allies with co 1 and cole and 4 corting, Emot 4 Affecting, ad friend and upts the life for prehensible v nergy that cu	ing it a +1 1 1 sta 1 sta 1 sta 1 sta 1 sta 2 CC:14, Fc 1 sta 2 st	resistance b andard actio harmless); i andard actio ortitude nega andard actio ary hit point <b>Ster I</b> e andard actio andard actio itse; y creature ir andard actio (SR:Yes; DC andard actio (SR:SC) (SR) (SR) (SR) (SR) (SR) (SR) (SR) (SR	onus of DC:14, ates] ates] ates, ates	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet <b>rel:12</b> <b>Duration</b> 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 hours es] 13 hours gates] Instantaned g d6 points 130 minute	ous ss)] 3 3 ous sR:Yes 3 ous s of dan ss ous armless ous	; DC:15	, Reflex e text	half] DC:15, F	egates (harmle Close (55 ft.) Touch Touch Touch 50 ft. 50 ft. 50 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal Touch	or Will negat	CR:p.34 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
Stabilize Stabilize Stabilize Starter	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi- ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of see nals in 30 ft. of each other; EFFECT If reature with 5 or fewer HD; EFF- imal EFFECT: This spell functions li reson atures touched; EFFECT: This chan h atures touched; EFFECT: A tou nd Languages EFFECT: You can understand th Wounds toed; EFFECT: When laying yo antern	this spell, you targ al negative energy to ch, you infuse a cree FECT: Bane fills you wurst, centered on the aring flame shoots This spell soothe FECT: The affected ike charm person, of rm makes a humar and he spoken words of pur hand upon a live	Conjuration Necroman Necroman Necroman Information Cransmut acture with a tiny CEVEL School Enchantur Dur enemies with Enchantur Denchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur except that it affe Enchantur except that it affe Enchantur except that it affe Enchantur except that it affe Enchantur of creature seg Necroman of creatures or rea Conjurati ing creature, you	that proion (Heai h, fatiguardian) surge of the surge of the surge of the surge near (Co fear and fear and fear and fear and fear and fear and (Co fear and fear and fear and fear and fear and the surger of the surger fear as frighthesent (Ch tots a creater of the surger h blue et and ad other the surger of the surger ad other on (Heai channe attion, F	ling) ling) las -1 or fev uing the tan f life, granti Per [ ompulsion] d doubt. (ST ompulsion) is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire arm, Mind-At ened. [SR:Y aarm) [Min- as its truste nergy, dism wise incom ling) d positive e	wer hit points. get. [SR:Yes; ng the subjec Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect allies with co allies w	ing it a +1 1 1 sta 1 sta 1 sta 1 sta 1 sta 2 CC:14, Fc 1 sta 2 st	resistance b andard action harmless); i andard action pritude nega andard action andard action andard action andard action andard action (SR:Yes; DC andard action (SR:Yes; DC (SR:Yes; DC) (SR:Yes; DC (SR:Yes; DC) (SR:Yes; DC)	onus of DC:14, ates] ates] ates, ates	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles <b>Vel:123</b> <b>Duration</b> 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 nurs 14 rounds 13 hours 13 hours 13 hours 13 nours 13 nours	ous ss)] 3 3 ous sR:Yes 3 ous s of dan ss ous armless ous	; DC:15	, Reflex e text	half] DC:15, F	egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft. 50 ft. 15 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal	or Will negat	CR:p.34 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of see nals in 30 ft. of each other; EFFECT in all EFFECT: This spell functions li (Son b) atures touched; EFFECT: This chan h atures touched; EFFECT: A tou end Languages EFFECT: You can understand it t Wounds uched; EFFECT: When laying you antern one lantern; EFFECT: A inmate:	this spell, you targ al negative energy to ch, you infuse a cree FECT: Bane fills you wurst, centered on the aring flame shoots This spell soothe FECT: The affected ike charm person, of rm makes a humar and he spoken words of pur hand upon a live	Conjuration Necroman Necroman Necroman Information Cransmut acture with a tiny CEVEL School Enchantur Dur enemies with Enchantur Denchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur Enchantur except that it affe Enchantur except that it affe Enchantur except that it affe Enchantur except that it affe Enchantur of creature seg Necroman of creatures or rea Conjurati ing creature, you	that proion (Heal on (Heal hat provide the provide the provide the pro- surge of the provide the provide the pro- fear and the provide the provide the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the pro- text of the provided the provided the provided the provided the pro- text of the provided the pro- text of the provided the prov	ling) ling) las -1 or fev uing the tan f life, granti Per [ ompulsion] d doubt. (ST ompulsion) is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire ng 5d4 poi ompulsion] is fills your chool [Fire arm, Mind-At ened. [SR:Y aarm) [Min- as its truste nergy, dism wise incom ling) d positive e	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect allies with co 1 (Mind-Affect allies with co 2 allies with co 1 (Mind-Affect allies with co 2 allies with co 3 allies with co 1 and cole and 4 corting, Emot 4 Affecting, ad friend and upts the life for prehensible v nergy that cu	ing it a +1 1 1 sta 1 sta 2 SR:Yes ( 1 sta 2 DC:14, Fc 1 sta 2 DC:14, Fc 1 sta 2 DC:14, Fc 1 sta 2 CC:14, Fc 1 sta 2 CC:14, Fc 1 sta 2 CC:14, Fc 1 sta 2 SR:Yes 2 Wood:1 sta 2 SR:Yes; 2 Wood:1 sta 2 SR:Yes; 2 Wood:1 sta 2 SR:Yes; 2 Wood:1 sta 2 SR:Yes; 2 SR	resistance b andard actio harmless); i andard actio ortitude nega andard actio ary hit point <b>Ster I</b> e andard actio andard actio itse; y creature ir andard actio (SR:Yes; DC andard actio (SR:SC) (SR) (SR) (SR) (SR) (SR) (SR) (SR) (SR	onus or DC:14, on ates] ates] an (I Resyl on (I negate on Will neg on Will negation on mage,   on	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmlet <b>rel:12</b> <b>Duration</b> 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 hours es] 13 hours gates] Instantaned g d6 points 130 minute	ous ss)]	; DC:15 rund; see nage. [\$	, Reflex e text ;R:Yes; ext; DC:	half] DC:15, F.	egates (harmle Close (55 ft.) Touch Touch Touch 50 ft. 50 ft. 50 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal Touch	or Will negat	CR:p.36 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.25 CR:p.2
Stabilize Stabilize StargeT: One living or Touch of F S, MJ TARGET: Creature S, DFJ TARGET: Creature S, DFJ TARGET: Creature S, DFJ TARGET: 50-ftra Bless S, DFJ TARGET: Cone-shape Calm Anim SJ TARGET: Cone-shape Calm Anim SJ TARGET: One living or Calm Anim SJ TARGET: One living or Charm An SJ TARGET: One humand SJ TARGET:	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nals in 30 ft. of each other; EFFECT If reature with 5 or fewer HD; EFFE imal EFFECT: This spell functions li rSON bid creature; EFFECT: This chan h atures touched; EFFECT: A tou mod Languages EFFECT: You can understand ti t Wounds tone lantern; EFFECT: Animate: imals or Plants d emanation; EFFECT: You can	this spell, you targ al negative energy to ch, you infuse a cre- ch, you infuse a cre- ch. You infuse a cre- ch. The affect of the aring flame shoots of the spell soothe <b>ECT:</b> The affected ike charm person, e- rm makes a humar ich from your hand the spoken words of pour hand upon a liv is a lantern that foll	Conjuration Necromari Necromari Intrough your touc Transmut eature with a tiny EVEL School Enchantm be caster; EFFE Evocation from your fingerti Enchantm s and quiets anin Necromari Creature become Enchantm except that it affe Enchantm except that it affe Enchantm except that it affe Enchantm except that it affe Enchantm old creature reg Necromari Divination of creatures or rec Conjuratii ing creature, you Transmut ows you; [SR:No Divination	that proion (Heal re that h herey sh, fatigu surge of 1 / 1 hent (Co fear and nent (Co fear and nent (Co fear and fear a	ling) ling) las -1 or few ling the tan- f life, grantif PPET [ pmpulsion] d doubt. [SI pmpulsion] d doubt. [SI pmpulsion] is fills your chool [Fire ng 644 point pmpulsion] ing 644 point pmpulsion] ing 644 point arr, Mind-At arren [Mind- ature of th arren) [Mind- ature of th arren] [Mind	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect alliles with co alliles with co alliles with co control of fire dan (Mind-Affect m docile and fecting, Emm (res; DC:15, N d-Affecting) e animal type d-Affecting, ad friend and upts the life for prehensible v nergy that cu [Fire, Light]	ing it a +1 1 1 sta 1 sta 1 sta 2 DC:14, Fc 1 sta 2 DC:14, Fc 1 sta 2 CC:14, Fc 1 st	resistance b andard action harmless); i andard action oritiude nega andard action ary hit point <b>Ster I</b> e andard action tates] andard action (SR:Yes; DC andard action (SR:Yes; DC (SR:Yes; SR:Yes; DC (SR:Yes; DC (S	onus of DC:14, on ates] ates] ates] on on on eless)] on on the eff on on C:15, W on C:15, W on on dealing on on on dealing on on on on on on on on on on on on on	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles (et area. [S 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 nours et area. [S 13 hours gates] Instantaned gates] Instantaned [SR:Yes (h: 13 hours [E Concentrat	ous ss)]  sss)]  sss)]  sss]  sss]  sss]  ous ssof dan ss ous armless ous tion, up [SR:Ncc	; <b>DC:</b> 15 ound; see nage. [ <b>S</b> s); see to to 130 (	, Reflex e text BR:Yes; ext; DC: minutes	half] DC:15, F 15, Will H	egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft. 50 ft. 15 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal Touch Close (55 ft.) Close (55 ft.)	or Will negat	CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
Stabilize Stabilize Stabilize Starting of Units Stabilize Starting of Units State S	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sea nals in 30 ft. of each other; EFFECT If reature with 5 or fewer HD; EFFE imal EFFECT: This spell functions li rSON bid creature; EFFECT: This chan h atures touched; EFFECT: A tou mod Languages EFFECT: You can understand ti t Wounds tone lantern; EFFECT: Animate: imals or Plants d emanation; EFFECT: You can	this spell, you targ I negative energy t ch, you infuse a cre FECT: Bane fills you aring flame shoots This spell soother FECT: The affected ike charm person, e refert: The affected ike charm person, e rm makes a humar ich from your hand he spoken words o our hand upon a livy s a lantern that follon n detect a particula	Conjuration Necromar Necromar Inhrough your touc Transmut eature with a tiny CUEVEL School Enchantm be caster; EFFE Evocation from your fingerti Enchantm s and quiets anin Necromar creature become Enchantm sexcept that it affe Enchantm except that it affe Enchantm except that it affe Enchantm old creature reg Necromar i Divination of creatures or rec Conjuratii ing creatures or ret Conjuratii ing creatures or ret Conjuration ow you. [SR:No Divination	that proion (Heal re that h herey sh, fatigu surge of a 1 / 1 hent (Co fear and nent (Co fear and fear	ling) ling) las -1 or few ling the tarry PPET [ PPET [ P	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect alliles with co alliles with co alliles with co control of fire dan (Mind-Affect m docile and fecting, Emm (res; DC:15, N d-Affecting) e animal type d-Affecting, ad friend and upts the life for prehensible v nergy that cu [Fire, Light]	ing it a +1 1 1 sta 1 sta 1 sta 2 DC:14, Fc 1 sta 2 DC:14, Fc 1 sta 2 CC:14, Fc 1 st	resistance b andard action harmless); landard action andard action andard action andard action andard action andard action seandard action (SR:Yes; DO andard action (SR:Yes; DO (SR:Yes; DO (SR:Yes	onus of DC:14, on ates] ates] ates] on on on eless)] on on the eff on on C:15, W on C:15, W on on dealing on on on dealing on on on on on on on on on on on on on	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles (ect area. [ 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 144 rounds 13 hours es] 13 hours es] 13 hours jates) Instantaned (SR:Yes (h: 13 hours [C Concentrat	ous ss)]  sss)]  sss)]  sss]  sss]  sss]  ous ssof dan ss ous armless ous tion, up [SR:Ncc	; <b>DC:</b> 15 ound; see nage. [ <b>S</b> s); see to to 130 (	, Reflex e text BR:Yes; ext; DC: minutes	half] DC:15, F 15, Will H	egates (harmle Close (55 ft.) Touch Touch Touch 50 ft. 50 ft. 50 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal Touch touch could (harmless); Touch	or Will negat	CR:p.36 CR:p.34 CR:p.24 CR:p.24 CR:p.25 CR:p.2
Stabilize Stabilize Stabilize Starting of Unit and Unit	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands d burst; EFFECT: A cone of sec nals in 30 ft. of each other; EFFECT in all to feach other; EFFECT in all of a cone of the term in 30 ft. of each other; EFFECT in all cone of the term in 30 ft. of each other; EFFECT in all eFFECT: This spell functions lif ison bid creature; EFFECT: This chan h atures touched; EFFECT: This chan h atures touched; EFFECT: A tou end Languages EFFECT: You can understand ti t Wounds iched; EFFECT: When laying yo antern one lantern; EFFECT: A tou can antern one lantern; EFFECT: You can aos apped emanation; EFFECT: You can	this spell, you targ al negative energy to ch, you infuse a cre- ch, you infuse a cre- ch. You infuse a cre- ch. The affect of the aring flame shoots: This spell soothe ECT: The affected ike charm person, e- rm makes a humar ich from your hand the spoken words of pur hand upon a liv is a lantern that follo in detect a particula u can sense the au	Conjuration Necroman Introduction Carameter Conjuration Carameter Conjuration	that proion (Heai on (Heai re that h herey attion surge of fear and fear an	ling) ling) las -1 or few ling the tarry PPET [ PPET [ P	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect alliles with co alliles with co alliles with co control of fire dan (Mind-Affect m docile and fecting, Emm (res; DC:15, N d-Affecting) e animal type d-Affecting, ad friend and upts the life for prehensible v nergy that cu [Fire, Light]	ing it a +1 1 1 sta 1 sta 2 SR:Yes ( 1 sta 2 DC:14, FC 1 sta 2 DC:14, FC 1 sta 2 DC:14, FC 1 sta 2 CC:14, FC 1 sta 2 ST 2 CC:14, FC 1 sta 2 ST 2 ST 2 ST 2 ST 2 ST 2 ST 2 ST 2 ST	resistance b andard action harmless); i andard action oritiude nega andard action ary hit point <b>Ster I</b> e andard action tates] andard action (SR:Yes; DC andard action (SR:Yes; DC (SR:Yes; SR:Yes; DC (SR:Yes; DC (S	onus of DC:14, ates]	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles (et area. [S 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 nours et area. [S 13 hours gates] Instantaned gates] Instantaned [SR:Yes (h: 13 hours [E Concentrat	ous ss)]  Sss)]  Sss)]  s ous ss)]  ous sof dan ss ous cous cous cous cous cous cous co	nage. [\$ s); <b>DC:</b> 15 bund; see to 130 r b) to 130 r	, Reflex e text BR:Yes; ext; DC: minutes	half] DC:15, F 15, Will h [D]	egates (harmle Close (55 ft.) Touch Touch 50 ft. 50 ft. 50 ft. 15 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Personal Touch Close (55 ft.) Close (55 ft.)	or Will negat	CR:p.36 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.25 CR:p.2
Stabilize Stabilize Stabilize Starting of United Statement Statem	reature; EFFECT: Upon casting Fatigue touched; EFFECT: You channe a touched; EFFECT: You channe a touched; EFFECT: With a touc dius burst, centered on you; EFi ter and all allies within a 50-ft. b ands ands ter and all allies within a 50-ft. b ands in 30 ft. of each other; EFFECT in 30 ft. of each other; EFFECT: This spell functions li reson b atures touched; EFFECT: This chan h atures touched; EFFECT: A tou and Languages EFFECT: You can understand ti twounds ched; EFFECT: When laying yo antern one lantern; EFFECT: Animater imals or Plants d emanation; EFFECT: You can apped emanation; EFFECT: You l	this spell, you targ al negative energy to ch, you infuse a cre- ch, you infuse a cre- ch. You infuse a cre- ch. The affect of the aring flame shoots: This spell soothe ECT: The affected ike charm person, e- rm makes a humar ich from your hand the spoken words of pur hand upon a liv is a lantern that follo in detect a particula u can sense the au	Conjuration Necroman Introduction Carameter Conjuration Carameter Conjuration	that proion (Heal re that h herey shaftion surge of 1 / 1 / 1 hent (Co fear and nent (Co fear and fear	ling) ling) las -1 or few ling the tarry PPET [ PPET [ P	wer hit points. get. [SR:Yes; ng the subject Day:5 (Fear, Mind R:Yes; DC:15 (Mind-Affect alliles with co alliles with co alliles with co control of fire dan (Mind-Affect m docile and fecting, Emm (res; DC:15, N d-Affecting) e animal type d-Affecting, ad friend and upts the life for prehensible v nergy that cu [Fire, Light]	ing it a +1 1 1 sta 1 sta 1 sta 2 CS:14, Fc 1 sta 2 DC:14, Fc 1 sta 2 CC:14, Fc 1 st	resistance b andard action harmless); la andard action tritude nega andard action ary hit point <b>Ster 1</b> e andard action andard action tess] andard action andard action (SR:Yes; DC andard action DC:15, Will andard action DC:15, Will andard action points of da andard action andard action	onus of on DC:14, on ates] t. [SR:Y CCV on on on the eff on c:15, W on c:15, W on on c:15, W on on c:15, W on on on c:16, c. c. c. c. c. c. c. c. c. c. c. c. c. c	n saves. [S Instantaned Will negate 13 rounds 1 min. es (harmles / Cl: 1 C Duration 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 hours 13 hours 13 hours 28] 13 hours 29] 13 hours 29] 13 hours 29] 13 hours 29] 13 hours 29] 13 hours 29] 13 hours 20] 20 minutes 13 hours 20] 21 minutes 21 minutes 21 minutes 21 minutes 21 minutes 22 minutes 23 minutes 23 minutes 23 minutes 24 minutes 25 minutes 26 minutes 27 minutes 28 minutes 20 minutes 2	ous ss)]  Sss)]  Sss)]  Sss,Yess s ss or 1 rd ous ss of dan ous tion, up [SR:Nchion, up tion, up	; <b>DC</b> :15 sund; see nage. [ <b>S</b> to 130 r to 130 r	, Reflex e text sR:Yes; minutes minutes	half] DC:15, F 15, Will H [D] [D]	egates (harmle Close (55 ft.) Touch Touch Touch 50 ft. 50 ft. 15 ft. Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Fortitude partial Personal Touch half (harmless); Touch Long (920 ft.)	or Will negat	CR:p.36 CR:p.34 CR:p.24 CR:p.24 CR:p.24 CR:p.25 CR:p.2
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	Shaman Sp	ells			
Discern Next of Kin	Divination [Mind-Affecting]	1 standard action	concentration, up to 13 minutes [D]	60 Ft.	ACG:p.179
[V, S, F] TARGET: one creature; EFFECT: Read the target's mind to learn about its	family. [SR:yes; DC:15, Will negates (see text)]				
Doom	Necromancy [Fear, Mind-Affecting, Emotion	1 standard action	13 minutes	Medium (230 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject w	ith a feeling of horrible dread that causes it to bec	ome shaken. [SR:Yes;	; DC:15, Will negates]		
COD Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure eleme	ents suffers no harm from being in a hot or cold en	vironment. [SR:Yes (h	armless); DC:15, Will negates (harmless)]		
Entangle	Transmutation [WoodSchool]	1 standard action	13 minutes [D]	Long (920 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ftradius spread; EFFECT: This spell causes tal	Il grass, weeds, and other plants to wrap around fo	oes in the area of effect	ct or those that enter the area. [SR:No; DC:	15, Reflex partial; see text]	
Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 13 creatures touched; EFFECT: Target takes 1d6+13 nonlet	hal cold damage and is fatigued. [SR:Yes]				
Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (55 ft.)	ACG:p.183
[V, S] TARGET: one creature or object; EFFECT: Light wind protects one target from	m clouds, gases, heat, and vapors. [SR:yes (harm	less); DC:15, Will neg	ates (harmless)]		
	Transmutation	1 standard action	13 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes	s 2d4 freshly picked berries magical. [SR:Yes]				
Heightened Awareness	Divination	1 standard action	130 minutes [D]	Personal	ACG:p.183
[V, M/DF] TARGET: you; EFFECT: Your recall and ability to process information im	prove.				
Hex Vulnerability	Necromancy [Curse]	1 standard action	13 rounds	Close (55 ft.)	ACG:p.184
[V, S, M] TARGET: one creature; EFFECT: Reuse a hex on a specific target. [SR:y	es; DC:15, Will negates]				
Hex Ward	Abjuration	1 standard action	13 hours	Touch	UM:p.223
[V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against with	h hexes. [SR:Yes (harmless); DC:15, Will negate	s (harmless)]			
Hide from Animals	Abjuration	1 standard action	130 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 13 creatures touched; EFFECT: Animals cannot sense the warder	d creatures. [SR:Yes; DC:15, Will negates (harml	ess)]			
Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (55 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: Wave of water bull rushes an energy	emy. [SR:Yes]				
Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature touched;	re, you channel negative energy that deals 1d8+5	points of damage. [SF	R:Yes; DC:15, Will half]		
DDDD Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as man	y as three pebbles, which can be no larger than s	ling bullets, so that the	ey strike with great force when thrown or slu	ing. [SR:Yes (harmless, object)	; DC:15, Will
negates (harmless, object)]					
DDDD Magic Weapon	Transmutation [MetalSchool]	1 standard action	13 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a					
Monkey Fish	Transmutation	1 standard action	13 minutes [D]	Personal	ACG:p.188
[V, S] TARGET: you; EFFECT: Gain a climb speed and a swim speed of 10 ft. for a					
DDDD Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mis					
Pass without Trace	Transmutation	1 standard action	13 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 13 creatures touched; EFFECT: The subject or subjects of this					
Produce Flame	Evocation [Fire]	1 standard action	13 minutes [D]	0 ft.	CR:p.326
[V, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear i					
Protection from Chaos	Abjuration [Lawful]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from					
Protection from Evil	Abjuration [Good]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from	-				
Protection from Good	Abjuration [Evil]	1 standard action	13 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from			• • • •	5 ( 7,	
Protection from Law	Abjuration [Chaotic]	1 standard action	13 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from					
COC Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (55 ft.)	CR:p.332
[V, S] TARGET: 4 creatures, no two of which can be more than 30 ft. apart; EFFEC					
Sense Spirit Magic	Divination	1 standard action	24 hours	Personal	ACG:p.191
[V, S] TARGET: you; EFFECT: Gain bonuses on identifying and resisting spells ass					
DDDD <u>Sleep</u>	Enchantment (Compulsion) [Mind-Affecting]		13 minutes	Medium (230 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; EFFEC					
DDDD <u>Summon Nature's Ally I</u>	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to you					
Thorn Javelin	Conjuration (Creation) [Poison]	1 standard action	13 minutes [D]	0 Ft.	ACG:p.196
[V, S] TARGET: javelin-like thorn; EFFECT: Wield a javelin that sickens opponents					
Unseen Servant	Conjuration (Creation)	1 standard action	13 hours	Close (55 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unsee					
UUUUWave Shield	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V] TARGET: you; EFFECT: Water blunts one incoming attack or fire effect.					

# LEVEL 2 / Per Day:5 / Caster Level:13

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Name	School	Time	Duration	Range	Source
anana <mark>Aid</mark>	Enchantment (Compulsion) [Mind-Aff	ecting] 1 standard action	13 minutes	Touch	CR:p.23
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1	morale bonus on attack rolls and saves vs fear effects,	plus 1d8 + 10 temporary hit	points. [SR:Yes (harmless)]		
Alter Self	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal	CR:p.240
[V, S, M] TARGET: You; EFFECT: You can assume the form of any S	small or Medium creature of the humanoid type.				
Animal Messenger	Enchantment (Compulsion) [Mind-Aff	ecting] 1 minute	1 day/level	Close (55 ft.)	CR:p.241
[V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny an	imal to go to a spot you designate. [SR:Yes; DC:16, Not	ne; see text]			
Animal Purpose Training	Enchantment (Compulsion) [Mind-Aff	ecting] 1 minute	13 hours	Close (55 ft.)	ACG:p.173
[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Anima	I gains a new general purpose. [SR:yes; DC:16, none]				
Animate Dead, Lesser	Necromancy [Evil]	1 standard action	Instantaneous	Touch	UM:p.205
[V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zor	nbie. [SR:No]				
DDDD Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether	a particular action will bring good or bad results for you i	in the immediate future.			
DDDD <u>Barkskin</u>	Transmutation	1 standard action	130 minutes	Touch	CR:p.246
[V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toug	hens a creature's skin granting a +5 enhancement bonu	s to the creature's existing n	atural armor bonus. [SR:Yes (harmle	ess)]	
Bear's Endurance	Transmutation	1 standard action	13 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creater	ture gains greater vitality and stamina granting the subj	ect a +4 enhancement bonu:	s to Constitution. [SR:Yes; DC:16, W	ill negates (harmless)]	
Beastspeak	Divination	1 standard action	130 minutes	Personal	ACG:p.175
[S, DF] TARGET: you; EFFECT: Speak normally while in animal form					
DDDDDBull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject beco	mes stronger granting a +4 enhancement bonus to Stre	ngth. [SR:Yes (harmless); D	C:16, Will negates (harmless)]		
	Transmutation	1 immediate action	up to 13 rounds [see text]	Close (55 ft.)	ACG:p.177
[V] TARGET: 13 Medium or smaller objects or creatures no two of wh	ich can be more than 20 ft. apart; EFFECT: Targets eas	ily float on water. [SR:yes (c	bject); DC:16, Will negates (harmles	s) or Will negates (object)]	
Burning Gaze	Evocation, FireSchool [Fire]	1 standard action	13 rounds	Personal	APG:p.208
[V, S, M/DF] TARGET: You; EFFECT: Inflict 1d6 fire damage to creat	ure. [SR:Yes; DC:16, Fortitude negates (see text)]				
	* =Domain/Spe	ciality Spell			

	Shaman Sp	ells			
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting,		Concentration, up to 13 rounds [D]	Medium (230 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ftradius spread; EFFECT: This spell calms					
Cure Moderate Wounds		1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living c		8+10 points of damage 1 standard action		<ol><li>Will half (harmless) or Will half; se Touch</li></ol>	ee text] CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate					010.0.200
Delay Poison	Conjuration (Healing)	1 standard action	13 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily		ortitude negates (harml			
Eagle's Splendor		1 standard action		Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becom		l gaining a +4 enhance			
DDDD <u>Eagle Eye</u>	Divination	1 minute	13 minutes [D]	Long (920 ft.)	APG:p.217
[V, S, DF] TARGET: magical sensor; EFFECT: Creates a magical sensor high abov		4 answed	4 have as loss	Madium (000.4.)	OD-= 070
	Enchantment (Charm) [Language-Dependent		1 hour or less	Medium (230 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; EFFECT: If you have the attention of a gr False Life		1 standard action	13 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant yourself	•		To houro of antil aborhargod, ooo toxe		010.0.200
	-	1 standard action	13 minutes [D]	0 ft.	CR:p.283
[V, S, DF] TARGET: Sword-like beam; EFFECT: A 3-foot-long, blazing beam of red-	hot fire springs forth from your hand. [SR:Yes]				
Focused Scrutiny	Divination	1 standard action	130 minutes [D]	Personal	ACG:p.182
[V, S] TARGET: you; EFFECT: Gain skill bonuses when interacting with the target.					
Fog Cloud	Conjuration, WaterSchool (Creation)	1 standard action	130 minutes	Medium (230 ft.)	CR:p.284
[V, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out from				<b>-</b> .	
Gentle Repose	Necromancy	1 standard action	·	Touch	CR:p.289
[V, S, M/DF] TARGET: Corpse touched; EFFECT: You preserve the remains of a de		bject); DC:16, Will neg 1 standard action	jates (object)] 13 rounds	Close (55 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature take					/// 0.p.220
Glide		1 standard action	until landing or 13 minutes [D]	Personal	APG:p.225
[V, S, M/DF] TARGET: You; EFFECT: You take no falling damage, move 60 ft./roun	d while falling.		с т <i>т</i>		
Guiding Star		1 minute	13 days [D]	Personal	APG:p.226
[V, S, M] TARGET: You; EFFECT: Know approximate distance from where you cash	this spell.				
DDDD Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds [D]; see text	Medium (230 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: The subject becomes par-					
Inflict Moderate Wounds	•	1 standard action		Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creatur				Demonal as Class	CD 204
Discrete State	Transmutation, AirSchool	1 standard action	13 minutes [D]	Personal or Close	CR:p.304
[V, S, F] TARGET: You or one willing creature or one object [total weight up to 1300		1 standard action	13 minutes		ACG:p.186
[V, S, DF/M] TARGET: 13 willing living creatures, no two of which can be more than	-				
Owl's Wisdom	Transmutation	1 standard action	13 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature become and the second seco	es wiser gaining a +4 enhancement bonus to Wis	dom. [SR:Yes; DC:16,	Will negates (harmless)]		
Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart;					
COOR Resist Energy	Abjuration, AirSchool, EarthSchool, FireScho		130 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature li		f five energy types you 3 rounds		le negates (harmless)] Touch	CR:p.334
Restoration (Lesser)					
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Lesser restoration dispels any magical DC:16, Will negates (harmless)]	enects reducing one of the subject's ability scores	s or cures 104 points of	r temporary ability damage to one of the sub	ject's ability scores. [SR: res (narmie	ess);
COO Scare	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	13 rounds or 1 round; see text for cause features	eMedium (230 ft.)	CR:p.336
[V, S, M] TARGET: 4 living creatures, no two of which can be more than 30 ft. apart					
Shield Companion	•	1 standard action	13 hours [D]	Close (55 ft.)	ACG:p.191
[V, S] TARGET: your companion creature; EFFECT: As shield other, but affecting your companion creature; EFFECT: As shield other, but affecting your company.		<ol> <li>Will negates (harml 1 standard action</li> </ol>	ess)] 13 minutes [D]	Long (920 ft.)	ACG:p.192
Sickening Entanglement			• •	Long (920 n.)	ACG.p. 192
[V, S, DF] TARGET: Plants in a 40-ftradius spread; EFFECT: As entangle, but plar Spiritual Weapon		1 standard action	13 rounds [D]	Medium (230 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; EFFECT: A weapon made of force app					
Summon Nature's Ally II		1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions as sun	mon nature's ally I, except that you summon one	2nd-level creature or 1	d3 1st-level creatures of the same kind. [SR	:No]	
Summon Swarm		1 round	Concentration + 2 rounds	Close (55 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon	Transmutation [WoodSchool]	1 standard action	13 hours [D]	Personal	CR:p.362
The Shape			of limbs.		
[V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a La	rge living tree or shrub or a Large dead tree trunk			Close (55 ft )	
V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a La Warp Wood	rge living tree or shrub or a Large dead tree trunk Transmutation	1 standard action	Instantaneous	Close (55 ft.)	CR:p.368
V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a La Warp Wood V, S] TARGET: 13 Small wooden objects, all within a 20-ft. radius; EFFECT: You ca	rge living tree or shrub or a Large dead tree trunk Transmutation use wood to bend and warp, permanently destroy	1 standard action ring its straightness, for	Instantaneous rm, and strength. [SR:Yes (object); DC:16, \	Vill negates (object)]	
V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a La Warp Wood V, S] TARGET: 13 Small wooden objects, all within a 20-ft. radius; EFFECT: You ca Web Shelter	rge living tree or shrub or a Large dead tree trunk Transmutation use wood to bend and warp, permanently destroy Conjuration (Creation)	1 standard action ring its straightness, for 1 minute	Instantaneous		CR:p.368 UM:p.249
Tree Shape           [V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a Li           []]         []]	rge living tree or shrub or a Large dead tree trunk Transmutation use wood to bend and warp, permanently destroy Conjuration (Creation)	1 standard action ring its straightness, for 1 minute	Instantaneous rm, and strength. [ <b>SR</b> :Yes (object); <b>DC</b> :16, V 13 hours [D]	Vill negates (object)]	
V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a La Warp Wood V, S] TARGET: 13 Small wooden objects, all within a 20-ft. radius; EFFECT: You ca Web Shelter	rge living tree or shrub or a Large dead tree trunk Transmutation use wood to bend and warp, permanently destroy Conjuration (Creation) CCT: Create a comfortable shelter made of webbin Transmutation	1 standard action ring its straightness, for 1 minute Ig. [ <b>SR:</b> No] 1 standard action	Instantaneous rm, and strength. [ <b>SR</b> :Yes (object); <b>DC</b> :16, V 13 hours [D] Instantaneous	Vill negates (object)] Close (55 ft.) Touch	UM:p.249

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Name	School	Time	Duration	Range	Source
Anchored Step	Transmutation	1 standard action	130 minutes [D]	Personal	ACG:p.173
[V, S, M] TARGET: you; EFFECT: Vines beneath your feet stabilize y	ou but slow you down.				
Animate Dead	Necromancy [Evil]	1 standard action	Instantaneous	Touch	CR:p.241
[V, S, M] TARGET: One or more corpses touched; EFFECT: Turns co	orpses into undead skeletons or zombies that obey you	r spoken commands. [SR:No	1		
Aura Sight	Divination	1 standard action	13 minutes [D]	Personal	ACG:p.174
[V, S] TARGET: you; EFFECT: Alignment auras become visible to yo	u.				
Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET: Creature touched; EFFECT: You place a curse on th	e subject. [SR:Yes; DC:17, Will negates]				
Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (230 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers	of unlife to render the subject blinded or deafened, as	you choose. [SR:Yes; DC:17	7, Fortitude negates]		
Call Lightning	Evocation [Electricity]	1 round	13 minutes	Medium (230 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ftlong vertical lines of lightning; EF electricity damage. [SR:Yes; DC:17, Reflex half]	FECT: Immediately upon completion of the spell, and c	nce per round thereafter, you	u may call down a 5-foot-wide, 30-f	oot-long, vertical bolt of lightning that de	als 3d6 points of
Clairaudience/Clairvoyance	Divination (Scrying)	10 minutes	13 minutes [D]	Long (920 ft.)	CR:p.255
[V, S, F/DF] TARGET: Magical sensor; EFFECT: Clairaudience/clairv	oyance creates an invisible magical sensor at a specifi	c location that enables you to	hear or see almost as if you were	there. [SR:No]	
Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (55 ft.)	CR:p.261
[V, S] TARGET: Food and water to sustain 39 humans or 13 horses for	or 24 hours; EFFECT: The food that this spell creates i	s simple fare of your choice	highly nourishing, if rather bland. [	SR:No]	
	* =Domain/Sp	eciality Spell			

	Shaman Sp	ells			
Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT:</i> When laying your hand upon a living c Daylight	reature, you channel positive energy that cures 3 Evocation [Light]	18+13 points of damage 1 standard action	e. [SR:Yes (harmless) or yes; see text; DC: 130 minutes [D]	17, Will half (harmless) or Will half; s Touch	cR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this s	spell, causing the object to shed bright light in a 60 Evocation [Darkness]		13 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, exc					GIV.P.203
Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]		13 minutes	Close (55 ft.)	CR:p.265
[V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; EFFEC	T: This spell functions like sleep, except that it aff Abjuration	ects 10 HD of targets. [ 1 standard action	SR:Yes; DC:17, Will negates] Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel n	nagic to end one ongoing spell that has been cash	on a creature or object	t, to temporarily suppress the magical abilitie	es of a magic item, or to counter and	other
spellcaster's spell. [SR:No] Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 rounds	Close (55 ft.)	CR:p.273
[V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted	animal and direct it with simple commands such Transmutation, AirSchool	as "Attack," "Run," and 1 standard action	"Fetch". [SR:Yes; DC:17, Will negates] 13 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60					GIV.P.204
Font of Spirit Magic	Conjuration [Creation]	1 standard action	concentration + 13 rounds	30 Ft.	ACG:p.182
[V, S, M] TARGET: 30-ftradius emanation centered on you; EFFECT: When allies a Heroism	Enchantment (Compulsion) [Mind-Affecting]		130 minutes	Touch	CR:p.295
[V, S] TARGET: Creature touched; EFFECT: This spell imbues a single creature wit	h great bravery and morale in battle. [SR:Yes (ha Abjuration	mless); <b>DC:</b> 17, Will ne 10 minutes	gates (harmless)] Permanent until discharged [D]	Touch	ACG:p.184
V, S, M] TARGET: Object touched or up to 65 sq. ft.; EFFECT: Inscription casts you	-			Touch	ACG.p. 164
Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creatur	<ul> <li>e, you channel negative energy that deals 3d8+1:</li> <li>Abjuration [Lawful]</li> </ul>	B points of damage. [SR 1 standard action	R:Yes; DC:17, Will half] 130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT: All	creatures within the area gain the effects of a pro	ection from chaos spel	I, and chaotic summoned creatures cannot	enter the area either. [SR:No; see te	ext; <b>DC:</b> 17,
Will negates (harmless)]  Magic Circle against Evil	Abjuration [Good]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, W/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT: All negates (harmless)]	creatures within the area gain the effects of a pro	ection from evil spell, a	and evil summoned creatures cannot enter t	he area either. [SR:No; see text; DC	<b>:</b> 17, Will
Magic Circle against Good	Abjuration [Evil]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT: All Will negates (harmless)]	creatures within the area gain the effects of a pro	ection from good spell,	and good summoned creatures cannot enter	er the area either. [SR:No; see text;	DC:17,
Magic Circle against Law	Abjuration [Chaotic]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFECT: All negates (harmless)]	creatures within the area gain the effects of a pro	ection from law spell, a	ind lawfull summoned creatures cannot ente	er the area either. [SR:No; see text;	DC:17, Will
DDDD Magic Vestment	Transmutation	1 standard action	13 hours	Touch	CR:p.310
[V, S, DF] TARGET: Armor or shield touched; <i>EFFECT:</i> You imbue a suit of armor or <b>Mantle of Calm</b>	Enchantment (Compulsion) [Emotion, Mind-		13 rounds [D]	Personal	ACG:p.186
[V, S, DF] TARGET: you; EFFECT: Neutralize the rage effects of those who have at				Close (55 ft.)	ACG:p.187
[V, S] TARGET: one willing living creature; EFFECT: Target gains a message that c	Enchantment (Compulsion) [Language-Depe an be given only to its intended recipient. [SR:yes		permanent until discharged [see text] Il negates (harmless)]	Close (55 II.)	ACG:p.187
Nauseating Trail	Conjuration (Creation) [Poison]	1 standard action	13 rounds	Medium (230 ft.)	ACG:p.189
[V, S, M] TARGET: one willing creature; <i>EFFECT:</i> Creature leaves a trail of stinking Pierce Disguise	cloud squares. [SR:no; DC:17, none and Fortitud Divination	e negates (see text)] 1 standard action	13 minutes	Personal	ACG:p.190
[V, S] TARGET: you; EFFECT: See through low-level magical disguises.				-	
[V, S] TARGET: your familiar; <i>EFFECT:</i> Give your familiar the shape of another anin	Transmutation (Polymorph) nal. [SR:ves (harmless): DC:17. none]	1 standard action	13 minutes [D]	Close (55 ft.)	ACG:p.190
Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSch	o1 standard action	130 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants tem		when you cast it. [SR:' 1 standard action	Yes (harmless); DC:17, Fortitude negates (h Instantaneous	narmless)] Touch	CR:p.332
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Protection from energy grants tem Comparison of the strength of	Conjuration (Healing) Indness or deafness. [SR:Yes (harmless); DC:17,	1 standard action Fortitude negates (harm	Instantaneous nless)]	Touch	CR:p.332
Image: Constraint of the second sec	Conjuration (Healing) idness or deafness. [SR:Yes (harmless); DC:17, Abjuration	1 standard action Fortitude negates (harm 1 standard action	Instantaneous nless)] Instantaneous		CR:p.332 CR:p.332
Remove Blindness/Deafness           [V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blin           Remove Curse           [V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove a           Remove Disease	Conjuration (Healing) Inducess or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing)	1 standard action Fortitude negates (harm 1 standard action nless); <b>DC:</b> 17, Will neg 1 standard action	Instantaneous nless)] Instantaneous nates (harmless)] Instantaneous	Touch	
Image: Creature touched; EFFECT: Remove blindness/deafness cures all cures cure	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (harm)	1 standard action Fortitude negates (harm 1 standard action nless); <b>DC:</b> 17, Will neg 1 standard action mless); <b>DC:</b> 17, Fortitud	Instantaneous Iless)] Instantaneous Iates (harmless)] Instantaneous le negates (harmless)]	Touch Touch	CR:p.332 CR:p.332
Image: Construction of the second s	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold]	1 standard action Fortitude negates (harm 1 standard action mless); <b>DC:</b> 17, Will neg 1 standard action mless); <b>DC:</b> 17, Fortitud 1 standard action	Instantaneous Instantaneous ates (harmless)] Instantaneous le negates (harmless)] 13 rounds	Touch Touch Long (920 ft.)	CR:p.332 CR:p.332 CR:p.344
Image: System	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent]	1 standard action Fortitude negates (harm 1 standard action mless); DC:17, Will neg 1 standard action mless); DC:17, Fortitud 1 standard action a to be icy. [SR:No] 10 minutes	Instantaneous Instantaneous ates (harmless)] Instantaneous le negates (harmless)] 13 rounds 13 minutes	Touch Touch	CR:p.332 CR:p.332
Remove Blindness/Deafness     Signal Stress	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent]	1 standard action Fortitude negates (harm 1 standard action mless); DC:17, Will neg 1 standard action mless); DC:17, Fortitud 1 standard action a to be icy. [SR:No] 10 minutes	Instantaneous Instantaneous ates (harmless)] Instantaneous le negates (harmless)] 13 rounds 13 minutes	Touch Touch Long (920 ft.)	CR:p.332 CR:p.332 CR:p.344
Remove Blindness/Deafness     Y, SJ TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blind     Remove Curse     Y, SJ TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease     Y, SJ TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SF	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] kvision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] theories (SR:N) Necromancy [Language-Dependent] theories (SR:N)	1 standard action Fortitude negates (harm 1 standard action niless); DC:17, Will neg 1 standard action at to be icy. [SR:No] 10 minutes o; DC:17, Will negates; 10 minutes	Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Ie negates (harmless)] 13 rounds 13 minutes : see text] 13 minutes	Touch Touch Long (920 ft.) 10 ft. 10 Ft. [see text]	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease     Y, Sj TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, DFJ TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DFJ TARGET: Oreal can create can cure; EFFECT: You grant the semblance of life to     Speak with Haunt	Conjuration (Healing) Idness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] kvision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation	1 standard action Fortitude negates (harm 1 standard action niless); DC:17, Will neg 1 standard action a to be icy. [SR:No] 10 minutes o; DC:17, Will negates; 10 minutes 1 standard action	Instantaneous Instantaneous ates (harmless)] Instantaneous le negates (harmless)] 13 rounds 13 minutes 13 minutes 13 minutes 13 minutes	Touch Touch Long (920 ft.) 10 ft.	CR:p.332 CR:p.332 CR:p.344 CR:p.346
Remove Blindness/Deafness V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blind     Remove Curse V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Seet Storm V, S, MDF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to     Speak with Heant V, S, DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SR     Sight Stench of Prey V, S, DF] TARGET: one creature [see text]; EFFECT: Predatory animals must succ     Stinking Cloud	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] tkvision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tron; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison	Standard action     Tottitude negates (harm     1 standard action     neless); DC:17, Will neg     1 standard action     mess); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I	Touch Touch Long (920 ft.) 10 ft. 10 Ft. [see text] Medium (230 ft.) Medium (230 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease     Y, Sj TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, MDP] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: one dead creature; EFFECT: You grant the semblance of life te     Speak with Haunt     Y, S, DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SR     Slef Storm Stench of Prey     Y, S, DF] TARGET: one creature [see text]; EFFECT: Predatory animals must succ     Sinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] tkvision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tron; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison	Standard action     Tottitude negates (harm     1 standard action     neless); DC:17, Will neg     1 standard action     mess); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I	Touch Touch Long (920 ft.) 10 ft. 10 Ft. [see text] Medium (230 ft.) Medium (230 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blind     Remove Curse     Y, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Stinking Cloud     Y, S, MJ TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Stinking clou     Y, S, MDF] TARGET: Stone or stone object touched, up to 23 cu. ft.; <i>EFFECT</i> : You	Conjuration (Healing) didness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog cc Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha	1 standard action Fortitude negates (harm 1 standard action mless); DC:17, Will neg 1 standard action a to be icy. [SR:No] 10 minutes o; DC:17, Will negates; 10 minutes 1 standard action Fortitude negates (see 1 standard action oud, except that the va 5 standard action be that suits your purpo	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I3 minutes I3 minute	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. (see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch	CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature touched; EFFECT: Remove curse can remove a     Remove Disease     Y, Sj TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SF     SF] Stench of Prey     Y, S, DF] TARGET: one creature [see text]; EFFECT: Predatory animals must succ     Sinking Cloud     Y, S, MARET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud     Stone Shape	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death]	1 standard action Fortitude negates (harm 1 standard action mless); DC:17, Will neg 1 standard action mless); DC:17, Fortitud 1 standard action a to be icy. [SR:No] 10 minutes 0 DC:17, Will negates; 10 minutes 1 standard action Fortitude negates (set 1 standard action oud, except that the va 1 standard action	Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Instantaneous Ia rounds 13 minutes see text] 13 minutes ta minutes	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text]	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blind     Remove Curse     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDP] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Stinking Cloud     Y, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stincken Heart     Y, S, MDP] TARGET: Stone or stone object touched, up to 23 cu. ft.; <i>EFFECT</i> : You     Stincken Heart     Y, S, MDP] TARGET: creature touched; <i>EFFECT</i> : Touch attack deals 2d6 damage and st     O, S Mumon Nature's Ally III	Conjuration (Healing) dicess or deafness. [SR:Yes (harmless); DC:17, I Abjuration II curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) a from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] J can form an existing piece of stone into any sha Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text])	Standard action     ortitude negates (harm     1 standard action niless); DC:17, Will neg     1 standard action niless); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     10 minutes     1 standard action     Fortitude negates (see     1 standard action     oud, except that the va     1 standard action     to suits your purpo     1 standard action     1 round	Instantaneous Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Instantaneous Ia minutes Ia minut	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch Touch	CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 ACG:p.194 CR:p.354
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blind     Remove Curse     Y, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease     Y, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life te     Speak with Dead     Y, S, DF] TARGET: one chant; EFFECT: Haunt answers one question/2 levels. [SR     Stench of Prey     Y, S, DF] TARGET: one creature [see text]; EFFECT: Predatory animals must succe     Stinking Cloud     Y, S, MJ TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud     Y, S, MJ TARGET: Stone or stone object touched, up to 23 cu. ft.; EFFECT: You     Stricken Heart     Y, S] TARGET: creature touched; EFFECT: Touch attack deals 2d6 damage and st	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death] laggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon	Standard action     I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     a to be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I3 minutes I3 minute	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. 10 Ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch Touch	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 CR:p.354 same kind.
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blind     Remove Curse     Y, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove a     Remove Disease     Y, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases     Sleet Storm     Y, S, MJDF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life te     Speak with Dead     Y, S, DF] TARGET: one creature [SFFECT: You grant the semblance of life te     Speak with Dead     Y, S, DF] TARGET: one creature [see text]: EFFECT: Predatory animals must succ     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 a. ft.; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud     Stinking Cloud     Y, S, MD] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: You     Stinking Cloud     Y, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: You     Stinking Cloud     You     Stinking Cloud     You     Stinking Cloud     Yo	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog or Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation	Standard action     I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     a to be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action     fortitude negates (see     1 standard action     voud, except that the va     1 standard action     e that suits your purpo     1 standard action     1 round     one 3rd-level creature     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Instantaneous Ia minutes Ia minut	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch Touch	CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 ACG:p.194 CR:p.354
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures all cures blindness/deafness cures all cures cures dures blindness/deafness cures all cures cures dures blindness/deafness cures all cures cures dures cures cures all cures cures dures cures cures all cures cures cures all cures cures cures all cures cures cures cures all cures cures cures cures cures all cures	Conjuration (Healing) deness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration (Healing) from which the subject is suffering. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog or Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation	Standard action     I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     a to be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action     fortitude negates (see     1 standard action     voud, except that the va     1 standard action     e that suits your purpo     1 standard action     1 round     one 3rd-level creature     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I3 minutes I3 minute	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. 10 Ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch Touch	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 CR:p.354 same kind.
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Dead     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Sinking Cloud     Y, S, DF] TARGET: cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Stinking cloud     Y, S, MDF] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stricken Heart     Y, S, TARGET: creature touched; <i>EFFECT</i> : Touch attack deals 2d6 damage and st     Sinking Cloud     Y, S, MJRF] TARGET: one summoned creature; <i>EFFECT</i> : This spell functions like su     [SR:No]     Thorny Entanglement     Y, S, DF] TARGET: Ine summone discusses     Y, S, DF] TARGET: Che summoned creature; <i>EFFECT</i> : This spell functions like su     [SR:No]     Water Breathing     V, S, MDF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creature touched;     SI Summon Nature'S Ally III     Y, S, DF] TARGET: Living creatures touched;     EFFECT: This spell functions like su     [SR:No]     Stricken Heart     Y, S, DF] TARGET: Che summoned creature;     EFFECT: This spell functions like su     [SR:No]     Summon Nature'S Ally III     Y, S, DF] TARGET: Living creature touched;     EFFECT: This spell functions like su     [SR:No]     Water Breathing     [V, S, MDF] TARGET: Living creatures touched;     EFFECT: The transmuted creature touched;     [SFFECT: The transmuted creature touched;     [SFFECT: The transmuted creature touched;     [SFFECT: See summoned touched;     [SFFECT: The transmuted creature touched;     [SFFECT: See summoned touched;     [SFFECT: The transmuted creatureture touche	Conjuration (Healing) didness or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] theory Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog of Transmutation [Earth] u can form an existing piece of stone into any sha Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration, EarthSchool (creation) and creates a bank of fog like that created by fog of Transmutation, EarthSchool [Earth] a can form an existing piece of stone into any sha Necromancy [Death] and reates ally I, except that you can summon Transmutation mits make ranged attacks. [SR:no; DC:17, Reflex Transmutation, WaterSchool	tandard action     fortitude negates (harm     1 standard action niless); DC:17, Will neg     1 standard action     ato be icy. [SR:No]     10 minutes     o; DC:17, Will negates;     10 minutes     1 standard action     fortitude negates (see     fortitude negates     fortitude     fortitude negates     fortitude     fortit	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I a rounds I	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the state Long (920 ft.) Touch	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368
Image: Standard S	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, Abjuration Il curses on an object or a creature. [SR:Yes (har Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] agers target. [SR:yes; DC:17, none] Conjuration, EarthSchool [Earth] agens target. [SR:yes; DC:17, none] Conjuration, Summoning [see text]] mmon nature's ally I, except that you can summon Transmutation, WaterSchool is can breathe water freely. [SR:Yes (harmless); I Transmutation, [Water]	I standard action     I on inutes     O; DC:17, Will negates;     I 0 minutes     I standard action     Fortitude negates (see     I standard action     Fortitude negates (see     I standard action     Fortitude negates (see     I standard action     Standard action     fortinde negates (see     I standard action     fortinde negates (see     I standard action     fortinde negates (see     I standard action     fortinde negates     i standard action     fortinde action     fortinde action     fortinde action     I standard action     J standard action     Satisfies     I standard action     Satisfies     I standard action     [ 1 standard action     ]      [ 1 standard action     ] ]      [ 1 standard action     ]  ]  ]  ] [ 1 standard action ] [ 1 s	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I	Touch Touch Touch Long (920 ft.) 10 ft. [see text] 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) ude negates; see text] Touch Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.)	CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     IV, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDP] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DF] TARGET: one dead creature; <i>EFFECT</i> : Predatory animals must succ     Site Stinking Cloud     V, S, MDP] TARGET: cone or some object touched, up to 23 cu. ft; <i>EFFECT</i> : You     Stinking Cloud     V, S, DF] TARGET: Cone or some object touched, up to 23 cu. ft; <i>EFFECT</i> : You     Stinking Cloud     V, S, DF] TARGET: Cone summoned creature; <i>EFFECT</i> : This spell functions like su     Site: Cone Summoned creature; <i>EFFECT</i> : This spell functions like su     Site: No     Summon Nature'S Ally III     V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : The transmuted creature     Water Breathing     V, S, MDP] TARGET: Living creature suched; <i>EFFECT</i> : The transmuted creature     Water Wallk	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) at from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] at o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] a can form an existing piece of stone into any sha Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation unts make ranged attacks. [SR:nc; DC:17, Reflex Transmutation [Vater] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool]	standard action     ortitude negates (harm         1 standard action     neless); DC:17, Will negat         1 standard action     neless); DC:17, Fortitud         1 standard action         a to be icy. [SR:No]         10 minutes         10 minutes         1 standard action         for itude negates (see         1 standard action         oud, except that the va         1 standard action         fortitude negates (see         1 standard action         oud, except that the va         1 standard action         a to be ids volume         1 standard action         oud, except that the va         1 standard action         a one 3rd-level creature         1 standard action         partial (see text)]         1 standard action         partial (see text)]         1 standard action         partial (see text)]         1 standard action         pc:17, Will negates (harmless); DC:17,         1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the state Long (920 ft.) Touch	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     IV, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, s, MDP] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, s, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, s, DP] TARGET: one haunt; <i>EFFECT</i> : Haunt answers one question/2 levels. [SR     Sn=	Conjuration (Healing) dicess or deafness. [SR:Yes (harmless); DC:17, I Abjuration II curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) at from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] a can form an existing piece of stone into any sha Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation unts make ranged attacks. [SR:nc; DC:17, Reflex Transmutation [Water] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] be vertical curtain of wind appears. [SR:Yes; DC:	standard action     ortitude negates (harr         1 standard action     niless); DC:17, Will negat         1 standard action         nelses); DC:17, Fortitud         1 standard action         a to be icy. [SR:No]         10 minutes         10 minutes         1 standard action         Fortitude negates (see         1 standard action         fortitude negates (see         1 standard action         oud, except that the va         1 standard action         oud, except that the va         1 standard action         a to be ids usits your purpo         1 standard action         oud, except that the va         1 standard action         a one 3rd-level creature         1 standard action         partial (see text)]	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Instantaneous Ia ninutes Ia minutes Ia minutes Ia minutes Ia minutes Ia rext)] Ia rounds Ia ro	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) ade negates; see text] Touch Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.) Touch	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368
Remove Blindness/Deafness     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blin     Remove Curse     Y, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Remove Disease     V, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDP] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     V, S, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Haunt     Y, S, DP] TARGET: one haunt; <i>EFFECT</i> : Haunt answers one question/2 levels. [SR     Sn] Stench of Prey     Y, S, DP] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Stinking Cloud     V, S, MDP] TARGET: Cone or stone object touched, up to 23 cu. ft; <i>EFFECT</i> : You     Stricken Heart     Y, S, DF] TARGET: one summoned creature; <i>EFFECT</i> : This spell functions like sur     Sn:No]     Stricken Heart     Y, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like sur     Sn:No]     Thorny Entanglement     V, S, DF] TARGET: Plants in a 40-ft-tradius spread; <i>EFFECT</i> : The transmuted creature     Y, S, NDF] TARGET: Iving creatures; <i>EFFECT</i> : The transmuted creature     Y, S, NDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisil	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) at from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] at o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] a can form an existing piece of stone into any sha Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation unts make ranged attacks. [SR:nc; DC:17, Reflex Transmutation [Vater] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool]	Standard action     ortitude negates (harr     1 standard action niless); DC:17, Will negat     1 standard action     inless); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     1 standard action     or DC:17, Will negates;     10 minutes     1 standard action     fortitude negates (see     1 standard action     oud, except that the va     1 standard action     oud, except that the va     1 standard action     oud, except that the va     1 standard action     1 round     none 3rd-level creature     1 standard action     partial (see text)]     1 standard action     partial (see text)]     1 standard action     partial (see text)]     1 standard action     for 3rd-level creature     1 standard action     partial (see text)]     1 standard action     for 3rd-level creature     1 standard action     partial (see text)]     1 standard action     for 1, standard action     for (harmless); DC:17,     1 standard action     for (harmless); DC:17,     1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Iates (harmless)] Instantaneous Instantaneous Ia ninutes Ia minutes Ia minutes Ia minutes Ia minutes Ia rext)] Ia rounds Ia ro	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) ade negates; see text] Touch Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.) Touch	CR:p.332 CR:p.344 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368
Remove Blindness/Deafness V, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blind     Remove Curse V, Sj TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease V, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm V, S, MDP] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead V, S, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life tr     Speak with Dead V, S, DP] TARGET: one dead creature; <i>EFFECT</i> : You grant the semblance of life tr     Speak with Haunt V, S, DP] TARGET: one dead creature; <i>EFFECT</i> : Predatory animals must succ     Soft Stench of Prey V, S, DP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Stinking cloud V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stone Shape V, S, MDP] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high [S]; <i>EFFECT</i> : You     Stricken Heart V, S] TARGET: Cloud spreads in 20-ft. radius spread; <i>EFFECT</i> : The transmuted creatures can     Water Walk V, S, DF] TARGET: 13 touched creatures; <i>EFFECT</i> : The transmuted creatures can     Water Walk V, S, MDP] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisil     Name	Conjuration (Healing) dicess or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] o a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation [Death] agers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) monon nature's ally I, except that you can summon Transmutation uns make ranged attacks. [SR:no; DC:17, Reflex Transmutation [VaterSchool] threase anged attacks. [SR:no; DC:17, Reflex Transmutation [Vater] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] be vertical curtain of wind appears. [SR:Yes; DC: VEL 4 / Per Day:5 / ( School	standard action     ortitude negates (harr     1 standard action niless); DC:17, Will neg     1 standard action     inless); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     to D minutes     or DC:17, Will negates;     10 minutes     1 standard action     Fortitude negates (see     1 standard action     oud, except that the va     1 standard action     oue fard suits your purpo     1 standard action     oue fard-level creature     1 standard action     Dc:17, Will negates (har     1 standard action     DC:17, Will negates (har     1 standard action     for (harmless); DC:17,     1 standard action     f(rs (harmless); DC:17,     f(rs (harmless); DC:17,     f(rs (har	Instantaneous Instantaneous Instantaneous Instantaneous Iates (harmless)) Instantaneous Instantaneous Instantaneous Ia rounds I3 minutes I3 minutes I3 minutes I3 minutes I3 rounds I3 rounds I0 , 1d3 2nd-level creatures of the same kind, I3 minutes I3 minutes I3 rounds I0 26 hours; see text Immless) I3 rounds I0 Will negates (harmless) I3 rounds Vel:13 Duration	Touch Touch Touch Long (920 ft.) 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.) Touch Touch Touch Medium (230 ft.) Medium (230 ft.)	CR:p.332 CR:p.334 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368 CR:p.368 CR:p.368
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blindness/Learness     Y, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Dead     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Speak with Dead     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Sinking Cloud     Y, S, DF] TARGET: cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Stinking cloud     Y, S, MDF] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stricken Heart     Y, S, TARGET: creature touched; <i>EFFECT</i> : Touch attack deals 2d6 damage and st     Sinking Cloud     Y, S, DF] TARGET: one summoned creature; <i>EFFECT</i> : This spell functions like su     Sinking     Thorny Entanglement     Y, S, DF] TARGET: Living creature's AllY III     Y, S, DF] TARGET: Living creature's AllY III     Y, S, DF] TARGET: Living creature's AllY III     Y, S, DF] TARGET: Living creatures touched; <i>EFFECT</i> : This spell functions like su     [SR:No]     Thorny Entanglement     Y, S, MDF] TARGET: Living creatures: <i>EFFECT</i> : The transmuted creature     Water Breathing     V, S, MDF] TARGET: Living creatures; <i>EFFECT</i> : The transmuted creatures can     Water Walk     Y, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit     V, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit	Conjuration (Healing) diness or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] twision] within it and causes the ground in the are Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation do a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] tro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Earth] a can form an existing piece of stone into any sha Necromancy [Death] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation unts make ranged attacks. [SR:nc; DC:17, Reflex Transmutation [Water] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] ble vertical curtain of wind appears. [SR:Yes; DC: VEL 4 / Per Day:5 / C School Transmutation (Polymorph)	I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     at obe icy. [SR:No]     10 minutes     or; DC:17, Will negates;     10 minutes     1 standard action     fortitude negates (see     1 standard action     fortitude negates (see     1 standard action     fortitude negates (see     1 standard action     oud, except that the va     1 standard action     fortitude negates (see     1 standard action     fortifue negates (na     1 standard action     fortifue     fortifue     fortifue     fortifue     fortifue     fortifue     fortifue     fortifue	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes I a rounds I a rounds I a minutes I a minutes I a minutes I a minutes I a rounds I a minutes I a minutes I a rounds I a rounds I a minutes I a rounds I a minutes I a rounds I a minutes I a min	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.) Touch Touch Touch Touch Medium (230 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368 CR:p.370
Remove Blindness/Deafness      A status	Conjuration (Healing) dichess or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) a from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog of Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation Ints make ranged attacks. [SR:no; DC:17, Reflex Transmutation [Water] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] ble vertical curtain of wind appears. [SR:Yes; DC: VEL 4 / Per Day:5 / C School Transmutation. Evocation, [Air]	I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     mless); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     co. DC:17, Will negates;     10 minutes     1 standard action     fortitude negates (see     1 standard action     oud, except that the va     1 standard action     oud, except that the va     1 standard action     fortitude negates (see     fortitude negates (see     fortitude negates (see     fortitude negates     fortitude negates     fortitude negates     (see text)     1 standard action     fortitude negates     fortitude     fortitude negates     fortitude     fortitude negates     fortitude     fortit	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I arounds	Touch Touch Touch Long (920 ft.) 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the Long (920 ft.) Touch Touch Touch Medium (230 ft.) Medium (230 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368 CR:p.368 CR:p.368
Remove Blindness/Deafness      Y. Sj TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blin     Remove Curse      V, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases      V, Sj TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases      V, S, DTARGET: Creature touched; <i>EFFECT</i> : Driving sleet blocks all sight [even dar      V, S, MDF] TARGET: cone dead creature; <i>EFFECT</i> : You grant the semblance of life to      Speak with Dead      V, S, DF] TARGET: one haunt; <i>EFFECT</i> : Haunt answers one question/2 levels. [SF      Stench of Prey      V, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ      Stinking Cloud      V, S, MDF] TARGET: cone deature; <i>EFFECT</i> : Predatory animals must succ      Stinking Cloud      V, S, MDF] TARGET: cone orsense object touched, up to 23 cu. ft.; <i>EFFECT</i> : You      Sticken Heart      V, S, DF] TARGET: cone summoned creature; <i>EFFECT</i> : This spell functions like su      (R:N)      Stricken Heart      V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : The transmuted creatures      (R:N)      Thorny Entanglement      V, S, DF] TARGET: Uning creatures; <i>EFFECT</i> : The transmuted creatures      Water Breathing      V, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit      Name      Adjustable Polymorph      IV, S, M] TARGET: wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit      Name      Adjustable Polymorph      IV, S, M] TARGET: wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit      Name      Adjustable Polymorph      IV, S, M] TARGET: waitable Polymorph      IV, S, M] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit      Name      Adjustable Polymorph      IV, S, M] TARGET: waitable Polymorph      IV S, M] TARGET: waitable Polymorph      IV S, M	Conjuration (Healing) dichess or deafness. [SR:Yes (harmless); DC:17, I Abjuration Il curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) a from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] to a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation essfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog of Transmutation, EarthSchool [Earth] u can form an existing piece of stone into any sha Necromancy [Death] taggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation Ints make ranged attacks. [SR:no; DC:17, Reflex Transmutation [Water] tread on any liquid as if it were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] ble vertical curtain of wind appears. [SR:Yes; DC: VEL 4 / Per Day:5 / C School Transmutation. Evocation, [Air]	I standard action     Fortitude negates (harm     1 standard action     mless); DC:17, Will neg     1 standard action     mless); DC:17, Fortitud     1 standard action     a to be icy. [SR:No]     10 minutes     co. DC:17, Will negates;     10 minutes     1 standard action     fortitude negates (see     1 standard action     oud, except that the va     1 standard action     oud, except that the va     1 standard action     fortitude negates (see     fortitude negates (see     fortitude negates (see     fortitude negates     fortitude negates     fortitude negates     (see text)     1 standard action     fortitude negates     fortitude     fortitude negates     fortitude     fortitude negates     fortitude     fortit	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I arounds	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] 10 ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+11st-level creatures of the Long (920 ft.) Touch Touch Touch Medium (230 ft.) Medium (230 ft.) Touch Medium (230 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 CR:p.349 CR:p.349 CR:p.368 CR:p.368 CR:p.368 CR:p.368 CR:p.370
Remove Blindness/Deafness     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blindness/Leafness     Y, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove a     Remove Disease     Y, S] TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases     Sleet Storm     Y, S, MDF] TARGET: Cylinder 40; <i>EFFECT</i> : Priving sleet blocks all sight [even dar     Speak with Dead     Y, S, DF] TARGET: One dead creature; <i>EFFECT</i> : You grant the semblance of life to     Speak with Dead     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Speak with Dead     Y, S, DF] TARGET: one creature [see text]; <i>EFFECT</i> : Predatory animals must succ     Sinking Cloud     Y, S, MDF] TARGET: cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Stinking cloud     Y, S, MDF] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : You     Stricken Heart     Y, S, DF] TARGET: Che summone directure; <i>EFFECT</i> : This spell functions like su     Sinking Cloud     Y, S, MJRF] TARGET: Isone or stone object touched, up to 23 cu. ft.; <i>EFFECT</i> : You     Stricken Heart     Y, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like su     Sinking     Summon Nature'S Ally III     Y, S, DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures     Water Breathing     Y, S, MDF] TARGET: Living creatures; <i>EFFECT</i> : The transmuted creatures can     Water Walk     Y, S, DF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisit     Name     Adjustable Polymorph     Y, S, MTARGET: you; <i>EFFECT</i> : walt result, but you can change the shape as a:     Air Geyser     Y, S, TARGET: one creature or object up to Large size; <i>EFFECT</i> : Blast of air deals	Conjuration (Healing) Idness or deafness. [SR:Yes (harmless); DC:17, [ Abjuration II curses on an object or a creature. [SR:Yes (harm Conjuration (Healing) a from which the subject is suffering. [SR:Yes (harm Conjuration, WaterSchool (Creation) [Cold] kivision] within it and causes the ground in the are Necromancy [Language-Dependent] a a corpse, allowing it to answer questions. [SR:N Necromancy [Language-Dependent] thro; DC:17, Will negates (see text)] Transmutation Eastfully save or attack the target. [SR:yes; DC:17 Conjuration, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool (Creation) [Poison ud creates a bank of fog like that created by fog c Transmutation, EarthSchool [Carth] aggers target. [SR:yes; DC:17, none] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation [Water] tread on any liquid as if It were firm ground. [SR: Evocation, AirSchool [Air, WoodSchool] ble vertical curtain of wind appears. [SR:Yes; DC: VEL 4 / Per Day:5 / C School Transmutation (Polymorph) swift action. Evocation [Air] 2d6 bludgeoning damage and knocks opponent to Abjuration	standard action     ortitude negates (harm         1 standard action     mless); DC:17, Will negat         1 standard action     mless); DC:17, Fortitud         1 standard action         a to be icy. [SR:No]         10 minutes         10 minutes         1 standard action         or DC:17, Will negates;         10 minutes         1 standard action         or DC:17, Will negates;         10 minutes         1 standard action         or DC:17, Will negates;         10 minutes         1 standard action         or DC:17, Will negates;         10 minutes         1 standard action         oud, except that the val         1 standard action         oud, except that the val         1 standard action         a none 3rd-level creature         1 standard action         partial (see text)]         1 standard action         partial (see text)]         1 standard action         for (r, Will negates; Ibe;         the standard action         for (r, None; see text]         Caster Lev         Time         1 standard action	Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I a minutes	Touch Touch Touch Long (920 ft.) 10 ft. 10 ft. [see text] 10 Ft. [see text] Medium (230 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) or 1d4+1 1st-level creatures of the state Long (920 ft.) Touch Touch Touch Touch Medium (230 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.332 CR:p.332 CR:p.344 CR:p.346 ACG:p.193 ACG:p.194 CR:p.349 CR:p.349 ACG:p.194 CR:p.354 same kind. ACG:p.196 CR:p.368 CR:p.368 CR:p.368 CR:p.368 CR:p.370 <b>Source</b> ACG:p.172

	Shaman Sp	oells			
Ball Lightning	Evocation, AirSchool [Air, Electricity]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.204
[V, S, M/DF] TARGET: two or more 5-ftdiameter spheres; <i>EFFECT</i> : Flying balls of Command Plants	lightning deal 3d6 electricity damage each. [SR: Transmutation [WoodSchool]	Yes; DC:18, Reflex neg 1 standard action	ates] 13 days	Close (55 ft.)	CR:p.257
[V] TARGET: Up to 26 HD of plant creatures, no two of which can be more than 30 f				. ,	010,01201
Control Water	Transmutation [Water]	1 standard action	130 minutes [D]	Long (920 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]; EFFECT:	This spell has two different applications, both of Conjuration (Healing)	which control water in c 1 standard action	lifferent ways. [SR:No; DC:18, None; see te: Instantaneous	d] Touch	CR:p.262
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living c					
Curse of Burning Sleep	Transmutation [Curse, Fire]	1 standard action	permanent until triggered [see text]	Close (55 ft.)	ACG:p.179
[V, S, M] TARGET: one creature; <i>EFFECT:</i> Creature catches fire the next time it sle	Divination	1 standard action	24 hours	40 ft.	CR:p.268
[V, S, M] TARGET: 40-ftradius emanation centered on you; EFFECT: You immedia				01	00.074
[V, S, DF] TARGET: One extraplanar creature; EFFECT: This spell forces an extrap	Abjuration	1 standard action Will save [SR·Yes: DC	Instantaneous	Close (55 ft.)	CR:p.271
	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M] TARGET: You; EFFECT: A divination spell can provide you with a useful p	iece of advice in reply to a question concerning a Evocation	specific goal, event, or 1 standard action	activity that is to occur within 1 week. 13 rounds	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: You imbue yourself with strength and skill in con					or apizro
DDDD False Life, Greater	Necromancy	1 standard action	13 hours or until discharged; see text	Personal	UM:p.219
[V, S, M] TARGET: You; <i>EFFECT</i> : Gain 2d10+13 temporary hp.	Necromancy	1 standard action	13 hours or until you return to your body	Medium (230 ft.)	UM:p.219
[V, S] TARGET: Your familiar; EFFECT: Possess your familiar. [SR:Yes; DC:18, Wi					· ·
<b>CONTRACT</b>	Necromancy [Fear, Mind-Affecting, Emotion	-	13 rounds or 1 round; see text	30 ft.	CR:p.281
[V, S, M] TARGET: Cone-shaped burst; EFFECT: An invisible cone of terror causes	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.290
[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apar					CD 005
V, S, M/DF] TARGET: Cylinder 20; EFFECT: Great magical hailstones pound dowr	Evocation, WaterSchool [Cold]	1 standard action	13 rounds [D] 2d6 points of cold damage to every creature	Long (920 ft.) in the area, [SR:Yes]	CR:p.298
Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.299
[V, S, DF] TARGET: Creature touched; see text; EFFECT: You transfer some of you	ir currently prepared spells, and the ability to cas Necromancy	t them, to another creat 1 standard action	ure. [SR:Yes (harmless); DC:18, Will negate Instantaneous	s (harmless)] Touch	CR:p.300
[V, S] TARGET: Creature touched; <i>EFFECT:</i> When laying your hand upon a creature	•				on.p.000
Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	13 hours	Close (55 ft.)	CR:p.310
[V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be together a [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]	at the time of casting]; EFFECT: This spell function	ons like magic weapon,	except that it gives a weapon an enhanceme	ent bonus on attack and damage ro	olls of +3.
Neutralize Poison	Conjuration (Healing)	1 standard action		Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 13 cu. ft. touched; <i>EFFECT:</i> You <b>Persistent Vigor</b>	detoxify any sort of venom in the creature or obje Transmutation	ect touched. [SR:Yes (hat 1 standard action	armless, object); <b>DC:</b> 18, Will negates (harml 13 rounds [D]	ess, object)] Personal	ACG:p.190
[V, S, M/DF] TARGET: you; EFFECT: Gain fast healing 2, immunity to bleed, and fa					
V. S, M, DF] TARGET: One called outsider of 6 HD or less; <i>EFFECT:</i> By casting this	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
<b>Poison</b>	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; <i>EFFECT:</i> Calling upon the venomous	powers of natural predators, you infect the subje Conjuration (Summoning)	ct with a horrible poison 1 round	by making a successful melee touch attack. Concentration + 2 rounds		-
V. S, M/DF] TARGET: One swarm of poisonous frogs; EFFECT: Summon a swarm		ribund	Concentration + 2 rounds	Close (55 ft.)	UM:p.233
CONTRACTOR CONTRACTICON CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR CONT	Transmutation	10 minutes	Instantaneous	Touch	CR:p.331
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring				Touch	CR:p.331 CR:p.333
	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor	harmless); <b>DC:</b> 18, None 1 standard action le or Will negates; see t	e, see text] 130 minutes [D] ext]	10 ft.	CR:p.333
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>Repel Vermin</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>Restoration</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing)	harmless); <b>DC:</b> 18, None 1 standard action le or Will negates; see t 3 rounds	e, see text] 130 minutes [D] ext] Instantaneous	10 ft. Touch	
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li><b>Repel Vermin</b></li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing)	harmless); <b>DC:</b> 18, None 1 standard action le or Will negates; see t 3 rounds	e, see text] 130 minutes [D] ext] Instantaneous	10 ft. Touch	CR:p.333
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>Repel Vermin</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>Restoration</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser resto</li> <li><b>Ride the Waves</b></li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) vration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless	harmless); <b>DC:18</b> , None 1 standard action he or Will negates; see t 3 rounds ative levels or one perm 1 standard action hs)]	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [ <b>SR:</b> Yes (harmless); <b>D</b> I 13 hours [D]	10 ft. Touch C:18, Will negates (harmless)] Touch	CR:p.333 CR:p.334 UM:p.235
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restore</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy	harmless); DC:18, None 1 standard action le or Will negates; see t 3 rounds ative levels or one perm 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D]	10 ft. Touch C:18, Will negates (harmless)]	CR:p.333 CR:p.334
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>Repel Vermin</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>Restoration</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser resto</li> <li><b>Ride the Waves</b></li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy	harmless); <b>DC:18</b> , None 1 standard action he or Will negates; see t 3 rounds ative levels or one perm 1 standard action hs)]	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text]	10 ft. Touch C:18, Will negates (harmless)] Touch	CR:p.333 CR:p.334 UM:p.235
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser resta</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[N, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[N, S] TARGET: Target: Creature touched and the set of the set of</li></ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) variation, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates]	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds titive levels or one perm 1 standard action 1 standard action 1 hour	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text	CR:p.333 CR:p.334 UM:p.235 UM:p.236 CR:p.337
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restr</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[N, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) variaon, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool]	harmless); DC:18, None 1 standard action 1 e or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Du 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text	10 ft. Touch C:18, Will negates (harmless)] Touch Touch	CR:p.333 CR:p.334 UM:p.235 UM:p.236
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restor</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S, M/DF, F] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at a specific temporarily ages. [SR]</li> <li>[V, S, M/DF, TARGET: Charget can breather water and swim. [S]</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation)	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [see text]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text	CR:p.333 CR:p.334 UM:p.235 UM:p.236 CR:p.337
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restor</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[N, S] TARGET: Crouched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S, MARET: Touched: Sensor; <i>EFFECT</i>: You can observe a creature at []]</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with the sensor of the sensor of</li></ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation)	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [see text]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text	CR:p.333 CR:p.334 UM:p.235 UM:p.236 CR:p.337 CR:p.339
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: toreature touched; <i>EFFECT</i>: This spell functions like lesser restor</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[S] Sands of Time</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S] TARGET: Nouched creature or object; <i>EFFECT</i>: You can observe a creature at</li> <li>[V, S, MDF] TARGET: Angleal sensor; <i>EFFECT</i>: You contact a particular creature with Sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: This spell function</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) varion, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring s	harmless); DC:18, None 1 standard action 1 standard action 1 or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes ge of 25 words or less t 1 standard action m and acts like slow. [S 1 standard action sight, the solid fog is so	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [see text] i3: rounds [see text] i	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restores and the second second</li></ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) vration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring s Transmutation [Earth]	harmless); DC:18, None 1 standard action 1 standard action 1 or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes ge of 25 words or less to 1 standard action m and acts like slow. [S 1 standard action sight, the solid fog is so 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] iR:yes; DC:18, Fortitude negates] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.)	CR:p.333 CR:p.334 UM:p.235 UM:p.236 CR:p.337 CR:p.339 ACG:p.192
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: toreature touched; <i>EFFECT</i>: This spell functions like lesser restor</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[S] Sands of Time</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S] TARGET: Nouched creature or object; <i>EFFECT</i>: You can observe a creature at</li> <li>[V, S, MDF] TARGET: Angleal sensor; <i>EFFECT</i>: You contact a particular creature with Sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: This spell function</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) vration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring s Transmutation [Earth]	harmless); DC:18, None 1 standard action 1 standard action 1 or Will negates; see t 3 rounds tive levels or one perm 1 standard action 1 hour 10 minutes ge of 25 words or less to 1 standard action m and acts like slow. [S 1 standard action sight, the solid fog is so 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] iR:yes; DC:18, Fortitude negates] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restate</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[S] Sands of Time</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S] MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at a sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Slowing Mud</li> <li>[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: This spell functions, and simple Spiritual Ally</li> <li>[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Rocky ground, stone floors, and simple Spiritual Ally</li> <li>[V, S, DF] TARGET: spiritual ally of force; <i>EFFECT</i>: Creates a divine ally to aid you.</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) ration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messe Conjuration (Creation) #ECT: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) ations like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes]	harmless); DC:18, None 1 standard action 1 standard action a rounds 1 standard action 1 standard action 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action 1 standard action 1 standard action 1 standard action ight, the solid fog is so 1 standard action points that blend into th 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [see text] R:Yes: DC:18, Fortitude negates] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D] the background. [SR:Yes; DC:18, Reflex part 13 rounds [D]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Medium (230 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345 CR:p.348 APG:p.246
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restor</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR]</li> <li>[V, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at a sum Scrying</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Slowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i></li> <li>[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: This spell functions, and si</li> <li>[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Rocky ground, stone floors, and si</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) ration, except that it also dispels temporary nega Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) SECT: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Porce] [SR:Yes] Transmutation [Poison]	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less I 1 standard action m and acts like slow. [S 1 standard action points that blend into th	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [see text] R:yes; DC:18, Fortitude negates] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D] e background. [SR:Yes; DC:18, Reflex part	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) ial]	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345 CR:p.348
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, M] TARGET: tortaure touched; <i>EFFECT</i>: This spell functions like lesser resta</li> <li>[N, S, M] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[N, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[N, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[N, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at a sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Slowing Mud</li> <li>[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: This spell functions, and si</li> <li>[N, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[V, S, DF] TARGET: spiritual ally of force; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[N, S, DF] TARGET: cone summoned creature's Ally IV</li> <li>[V, S, DF] TARGET: cone summoned creature's Ally IV</li> <li>[V, S, DF] TARGET: One summoned creature's Ally IV</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Vater] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (MaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text])	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [6] 1 standard action m and acts like slow. [6] 1 standard action points that blend into tt 1 standard action 1 standard action 1 standard action 1 standard action 1 nound	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] 13 minutes 13 minutes 13 minutes 14 round; See text] 13 minutes 15 rounds [D] Instantaneous; see text 13 rounds [D] Istantaneous; see text 13 rounds [D]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345 CR:p.345 APG:p.246 UM:p.240 CR:p.354
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restores and the waves</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[S] Sands of Time</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[N, S, MDF] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at Sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i></li> <li>[V, S, M] TARGET: 13 creatures; <i>EFFECT</i>: Rocky ground, stone floors, and si</li> <li>[N, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[N, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[N, S, DF] TARGET: One stream of venom; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[N, S, DF] TARGET: One stream of venom; <i>EFFECT</i>: This spell functions like sukind. [SR:No]</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Vater] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (MaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text])	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [6] 1 standard action m and acts like slow. [6] 1 standard action points that blend into tt 1 standard action 1 standard action 1 standard action 1 standard action 1 nound	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] 13 minutes 13 minutes 13 minutes 14 round; See text] 13 minutes 15 rounds [D] Instantaneous; see text 13 rounds [D] Istantaneous; see text 13 rounds [D]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.236 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ft-radius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ft-radius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, D] TARGET: creature touched; <i>EFFECT</i>: This spell functions like lesser rester</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[S] Sands of Time</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: You can observe a creature at the second s</li></ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmlest Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (WaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally 1, except that you can summor Transmutation Evination [WoodSchool]	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [S 1 standard action points that blend into tt 1 standard action 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] 13 minutes 13 minutes 13 minutes 13 minutes 13 nourds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 14 rounds [D] Instantaneous; see text 15 rounds [D] Instantaneous; see te	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.236 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ft-radius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ft-tradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restores to the the Waves</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[S ands of Time</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You can observe a creature at Sending</li> <li>[V, S, MDF] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i></li> <li>[V, S, M] TARGET: 13 creatures; <i>EFFECT</i>: Rocky ground, stone floors, and simple Spike Stones</li> <li>[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like usind. [SR:No]</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like summa. Solid Science</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like summa. Solid Science</li> <li>[V, S, DF] TARGET: You; <i>EFFECT</i>: Your attackers take 1d6+13 damage.</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) pration, except that it also dispels temporary negr Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmlest Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messa Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (WaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally 1, except that you can summor Transmutation Evination [WoodSchool]	harmless); DC:18, None 1 standard action te or Will negates; see t 3 rounds tive levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [S 1 standard action points that blend into tt 1 standard action 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] 13 minutes 13 minutes 13 minutes 13 minutes 13 nourds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 14 rounds [D] Instantaneous; see text 15 rounds [D] Instantaneous; see te	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.236 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[N, S, DF] TARGET: 10-ft-radius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, DF] TARGET: 10-ft-tradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[N, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restores and the the waves</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S]</li> <li>[N, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[N, S, MDF] TARGET: One creature; <i>EFFECT</i>: You can observe a creature at Sending</li> <li>[V, S, MDF, F] TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i></li> <li>[N, S, MDF] TARGET: 13 creatures; <i>EFFECT</i>: Rocky ground, stone floors, and sith spiritual Ally</li> <li>[V, S, DF] TARGET: Spiritual Ally</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like usind. [SR:No]</li> <li>[N, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like summand stand stand; <i>Strengeus</i></li> <li>[V, S, DF] TARGET: You; <i>EFFECT</i>: You attackers take 1d6+13 damage.</li> <li>[N, MDF] TARGET: You; <i>EFFECT</i>: You attackers take 1d6+13 damage.</li> <li>[N, MDF] TARGET: Creature touched; <i>EFFECT</i>: This spell grants the creature touc (harmless)]</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) varion, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmlest Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (Creation) Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] (SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (WoodSchool] hend the ability to speak and understand the langer Illusion (Pattern) [Light, Mind-Affecting]	harmless); DC:18, None 1 standard action ie or Will negates; see t 3 rounds titve levels or one perm 1 standard action ss)] 1 standard action 1 hour 10 minutes ge of 25 words or less t 1 standard action m and acts like slow. [6 1 standard action m and acts like slow. [6 1 standard action points that blend into tt 1 standard action 1 standard action	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text o the subject. [SR:No] 13 rounds [See text] 13 minutes 13 minutes 13 minutes 13 minutes 13 nourds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 14 rounds [D] Instantaneous; see text 15 rounds [D] Instantaneous; see te	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.236 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: You can observe a creature at Scrying</li> <li>[V, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You contact a particular creature with Sending</li> <li>[V, S, MDF, TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i></li> <li>[V, S, M] TARGET: 13 creatures; <i>EFFECT</i>: Rocky ground, stone floors, and sith Spike Stones</li> <li>[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[V] Spit Venom</li> <li>[V] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like sukind. [SR:No]</li> <li>[V, S, DF] TARGET: You; <i>EFFECT</i>: Your attackers take 1d6+13 damage.</li> <li>[V, MDF] TARGET: You; <i>EFFECT</i>: Your attackers take 1d6+13 damage.</li> <li>[V, MDF] TARGET: Creature touched; <i>EFFECT</i>: This spell grants the creature touc tharmless)</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell grants the creature touchard.</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) vration, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation (WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (MaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Forson] t:No; DC:18, Fortitude partial] Conjuration (WoodSchool] hed the ability to speak and understand the langer Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes; DC:18, Will negates] Iet. produces light. [SR:Yes; DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak and understand the langer Intervences of the speak and understand the langer Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes; DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak and understand the langer Illusion (Pattern) [Light, Speak, DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak	harmless); DC:18, None 1 standard action ie or Will negates; see t 3 rounds tive levels or one perm 1 standard action is)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [S 1 standard action points that blend into tt 1 standard action points that blend into tt 1 standard action 1 st	e, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 0 the subject. [SR:No] 13 rounds [See text] R:yes; DC:18, Fortitude negates] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D] Instantaneous; see text 13 rounds [D] 13 rounds 130 minutes reature, whether it is a racial tongue or a reg 13 rounds	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.348 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360 regates
<pre>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring [V, S, DF] TARGET: 10-ft-radius emanation centered on you; EFFECT: An invisible [V, S, DF] TARGET: rotexture touched; EFFECT: This spell functions like lesser restor [V, S, D] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S] [V, S] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S] [V, S] TARGET: Creature touched; EFFECT: Target temporarily ages. [SR] [V, S] TARGET: Touched creature or object; EFFECT: You can observe a creature at [V, S] MDF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at [S] Sending [V, S, MDF, F] TARGET: One creature; EFFECT: You contact a particular creature with [S] Slowing Mud [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [S] Solid Fog [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [S] Solid Fog [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [V, S, M] TARGET: 13 creatures, in 20-ft. radius, 20 ft. high; EFFECT: This spell functions, and si [S] Splike Stones [V, S, DF] TARGET: 30-ft. squares; EFFECT: Creates a divine ally to aid you. [V] TARGET: One stream of venom; EFFECT: Creates a divine ally to aid you. [V] TARGET: One stream of venom; EFFECT: This spell functions like su kind. [SR:No] [V] TARGET: One summoned creature; EFFECT: This spell functions like su kind. [SR:No] [V] TARGET: Creature touched; EFFECT: This spell functions like su kind. [SR:No] [V] TARGET: Creature touched; EFFECT: This spell functions like su kind. [SR:No] [V] TARGET: Creature touched; EFFECT: This spell grants the creature touc (harmless)] [V] S, N] TARGET: one living creature and special; see text; EFFECT: Outlines sub; [V] S, M] TARGET: one living creature and special; see text; EFFECT: Outlines sub; [V] S, M] TARGET: one living creature and special; see text; EFFECT: Outlines</pre>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) ration, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (Creation) etions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Poison] :No: DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summor Transmutation Divination [WoodSchool] hed the ability to speak and understand the langu Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes; DC:18, Will negates VELS 5 / Per Day:3 / 0	harmless); DC:18, None 1 standard action a rounds 1 standard action 1 standard action 1 standard action 1 standard action 1 hour 1 hour 1 hour 1 hour 1 hour 1 ominutes ge of 25 words or less to 1 standard action 1 standard action 2 standard action 1 standard act	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 1 round; see text 1 rounds [see text] 13 rounds [See text] 13 rounds [See text] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D] the background. [SR:Yes; DC:18, Reflex part 13 rounds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 13 rounds [D] a, 1d3 3rd-level creatures of the same kind, of 13 rounds 130 minutes teature, whether it is a racial tongue or a reg 13 rounds 13 rounds	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360 egates APG:p.255
<ul> <li>[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i>: With this spell, you bring</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: 10-ftradius emanation centered on you; <i>EFFECT</i>: An invisible</li> <li>[V, S, DF] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Target can breathe water and swim. [S</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: Target temporarily ages. [SR</li> <li>[V, S] TARGET: Touched creature or object; <i>EFFECT</i>: You can observe a creature at Scrying</li> <li>[V, S, MDF, F] TARGET: Magical sensor; <i>EFFECT</i>: You contact a particular creature with Sending</li> <li>[V, S, MDF, TARGET: One creature; <i>EFFECT</i>: You contact a particular creature with Solowing Mud</li> <li>[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFF</i></li> <li>[V, S, M] TARGET: 13 creatures; <i>EFFECT</i>: Rocky ground, stone floors, and sith Spike Stones</li> <li>[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT</i>: Creates a divine ally to aid you.</li> <li>[V] Spit Venom</li> <li>[V] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like sukind. [SR:No]</li> <li>[V, S, DF] TARGET: You; <i>EFFECT</i>: Your attackers take 1d6+13 damage.</li> <li>[V, MDF] TARGET: You; <i>EFFECT</i>: Your attackers take 1d6+13 damage.</li> <li>[V, MDF] TARGET: Creature touched; <i>EFFECT</i>: This spell grants the creature touc tharmless)</li> <li>[V, S, M] TARGET: Creature touched; <i>EFFECT</i>: This spell grants the creature touchard.</li> </ul>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) vration, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation (WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) FECT: Targets are covered in mud that blinds the Conjuration (MaterSchool (Creation) tions like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] [SR:Yes] Transmutation [Forson] t:No; DC:18, Fortitude partial] Conjuration (WoodSchool] hed the ability to speak and understand the langer Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes; DC:18, Will negates] Iet. produces light. [SR:Yes; DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak and understand the langer Intervences of the speak and understand the langer Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes; DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak and understand the langer Illusion (Pattern) [Light, Speak, DC:18, Will negates] Intervences of the speak and understand the langer Intervences of the speak	harmless); DC:18, None 1 standard action ie or Will negates; see t 3 rounds tive levels or one perm 1 standard action is)] 1 standard action 1 hour 10 minutes ge of 25 words or less 1 1 standard action m and acts like slow. [S 1 standard action points that blend into tt 1 standard action points that blend into tt 1 standard action 1 st	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Di 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 0 the subject. [SR:No] 13 rounds [See text] 13 minutes thick that it impedes movement. [SR:No] 13 hours [D] Instantaneous; see text 13 rounds 130 minutes reature, whether it is a racial tongue or a reg 13 rounds Vel:133 Duration	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.348 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360 regates
<pre>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring ]</pre>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) ration, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messe Conjuration, (Creation) "ECT: Targets are covered in mud that blinds the Conjuration (Creation) "ECT: Targets are covered in mud that blinds the Conjuration (Creation) "ECT: Targets are covered in mud that blinds the Conjuration (Creation) "ECT: Targets are covered in mud that blinds the Conjuration (Creation) "ECT: Targets are covered in mud that blinds the Conjuration (Force] [SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summor Transmutation Divination [WoodSchool] hed the ability to speak and understand the langu- Illusion (Pattern) [Light, Mind-Affecting] iect, produces light. [SR:Yes; DC:18, Will negate VEL 5 / Per Day:3 / C School Transmutation	harmless); DC:18, None 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 hour 1 hour 1 hour 1 hour 1 hour 1 ominutes ge of 25 words or less 1 1 standard action 1 standard action 2 standard action 1 standard action 3 standard action 1 standard action 3 stan	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 nours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 0 the subject. [SR:No] 13 rounds [See text] 13 minutes thick that it impedes movement. [SR:No] 13 nours [D] Instantaneous; see text 13 rounds 130 minutes reature, whether it is a racial tongue or a reg 13 rounds Vel:13 Duration 13 minutes DC:19, Fortitude negates]	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.345 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360 egates APG:p.255 APG:p.255
<pre>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring [], Repel Vermin [V, S, DF] TARGET: 10-ft-radius emanation centered on you; EFFECT: An invisible [], S, M] TARGET: creature touched; EFFECT: This spell functions like lesser restr [], S, M] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S [], S, M] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S [], S] TARGET: Creature touched; EFFECT: Target temporarily ages. [SR [], S] TARGET: Touched creature or object; EFFECT: You can observe a creature at [], S, MDF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at [], S, MDF, TARGET: One creature; EFFECT: You contact a particular creature wi [], S, MJ TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], S] Slowing Mud [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], S] Slowing Mud [V, S, M] TARGET: 13 creatures; EFFECT: Rocky ground, stone floors, and si [], Split ArGGET: 13 20-ft. radius, 20 ft. high; EFFECT: This spell functions, and si [], Split ArGGET: 13 20-ft. squares; EFFECT: Creates a divine ally to aid you. [], Split Venom [V] TARGET: One stream of venom; EFFECT: Splt blinding black adder venom. [SR [], S, DF] TARGET: One summoned creature; EFFECT: This spell functions like su kind, [SR:No] [], Thorn Body [V, S, DF] TARGET: You; EFFECT: You rattackers take 1d6+13 damage. [], MAGET: One summoned creature; EFFECT: This spell functions like su kind, [SR:No] [], MAGET: one living creature and special; see text; EFFECT: Outlines subj [], Mardering Star Motes [V, S, M] TARGET: one living creature and special; see text; EFFECT: Outlines subj [], Name [], TARGET: One animal (Gargantuan or smaller]; EFFECT: The target animal g [], Baleful Polymorph</pre>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) ration, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messe Conjuration (Creation) Eff: Targets are covered in mud that blinds the Conjuration (Creation) eff: Targets are covered in mud that blinds the Conjuration, WaterSchool (Creation) thom like fog cloud, but in addition to obscuring : Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation (Force] [SR:Yes] Transmutation [Poison] :No: DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summor Transmutation Divination [WoodSchool] hed the ability to speak and understand the lange Illusion (Pattern) [Light, Mind-Affecting] lect, produces light. [SR:Yes: DC:18, Will negate VELS / Per Day:3 / 0 School Transmutation (Polymorph)	harmless); DC:18, None 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 standard action 1 standard action 2 standard action 1 standar	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 1 round; see text 1 rounds [see text] 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 nounds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 13 rounds [D] a rounds [D] a rounds 13 rounds	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.339 ACG:p.192 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 APG:p.248 APG:p.255 APG:p.255
<pre>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring [], Repel Vermin [V, S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: An invisible [], S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser rest [V, S] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S [], S, M] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S [], S, MDF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at [], S, MDF, TARGET: Magical sensor; EFFECT: You can observe a creature at [], S, MDF, TARGET: One creature; EFFECT: You contact a particular creature wi [], S, MDF, TARGET: One creature; EFFECT: You contact a particular creature wi [], S, MDF, TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], Slowing Mud [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], Slowing Mud [V, S, M] TARGET: Tog spreads in 20-ft. radius, 20 ft. high; EFFECT: This spell funct [], Splike Stones [V, S, DF] TARGET: 13 20-ft. squares; EFFECT: Rocky ground, stone floors, and si [], Splitual Ally [V, S, DF] TARGET: 13 20-ft. squares; EFFECT: Creates a divine ally to aid you. [], Splitual Ally [V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions like su [], Split Venom [V] TARGET: One summoned creature; EFFECT: This spell functions like su [], Split Thorn Body [V, S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. [], MDF] TARGET: One inform Star Motes [V, S, M] TARGET: Creature touched; EFFECT: This spell grants the creature touc (harmless)] [], Mandering Star Motes [V, S, M] TARGET: one animal [Gargantuan or smaller]; EFFECT: The target animal g [], TARGET: One animal [Gargantuan or smaller]; EFFECT: The target animal g [], TARGET: One animal [Gargantuan or smaller]; EFFECT: The target animal g [], STARGET: One creature; EFFECT: As beast shape III, except that you change [], S] Baleful Polymorph [], S] TARGET: One creature; EFFECT: As beast shape III, excep</pre>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) varion, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) EECT: Targets are covered in mud that blinds the Conjuration (WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring is Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] (SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation Divination [WoodSchool] hed the ability to speak and understand the langu Illusion (Pattern) [Light, Mind-Affecting] iect, produces light. [SR:Yes; DC:18, Will negates VELSS/PerDay:S/C School Transmutation rows to twice its normal size and eight times its n Transmutation to wice its normal size and eight times its n Transmutation (Polymorph) the subject into a Small or smaller animal of no Necromancy	harmless); DC:18, None 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 standard action 1 standard action 2 standard action 1 standar	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 1 round; see text 1 rounds [see text] 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 nounds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 13 rounds [D] Instantaneous; see text 13 rounds [D] a rounds [D] a rounds 13 rounds	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.235 UM:p.235 CR:p.337 CR:p.339 ACG:p.192 CR:p.345 CR:p.345 APG:p.246 UM:p.240 CR:p.360 egates APG:p.255 APG:p.255
<pre>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you bring [], S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: An invisible [], S, M] TARGET: creature touched; EFFECT: This spell functions like lesser rest [], S, M] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S] [], S, M] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S] [], S] TARGET: Creature touched; EFFECT: Target temporarily ages. [SR] [], S] TARGET: Touched creature or object; EFFECT: You can observe a creature at [], S, MDF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at [], S, MDF, F] TARGET: One creature; EFFECT: You contact a particular creature wi [], S, MITARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], Slowing Mud [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], Solid Fog [V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFF [], Solid Fog [V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; EFFECT: This spell functions, and si [], Spitke Stones [V, S, DF] TARGET: 30-ft. squares; EFFECT: Creates a divine ally to aid you. [], Spit Yenom [V] TARGET: One stream of venom; EFFECT: Creates a divine ally to aid you. [], Spit Yenom [V] TARGET: One stream of venom; EFFECT: This spell functions like su kind. [SR:No] [], S, DF] TARGET: One summoned creature; EFFECT: This spell functions like su kind. [SR:No] [], MDF] TARGET: One summoned creature; EFFECT: This spell functions like su kind. [SR:No] [], MDF] TARGET: One ining creature and special; see text; EFFECT: Outlines sub; [], MDF] TARGET: one living creature and special; see text; EFFECT: Outlines sub; [], MDF] TARGET: one living creature and special; see text; EFFECT: The target animal g [], Baleful Polymorph [], S, SI TARGET: One creature; EFFECT: As beast shape III, except that you changed [], SI TARGET: One creature; EFFECT: As beast shape III, except that you changed [], SI TARGET: One creatu</pre>	back a dead creature in another body. [SR:Yes ( Abjuration [Pain] barrier holds back vermin. [SR:Yes; DC:18, Nor Conjuration (Healing) varion, except that it also dispels temporary negative Transmutation [Water] SR:Yes (harmless); DC:18, Will negates (harmless Necromancy :Yes] Divination (Scrying) any distance. [SR:Yes; DC:18, Will negates] Evocation [WoodSchool] th which you are familiar and send a short messative Conjuration (Creation) EECT: Targets are covered in mud that blinds the Conjuration (WaterSchool (Creation) ctions like fog cloud, but in addition to obscuring is Transmutation [Earth] milar surfaces shape themselves into long, sharp Evocation [Force] (SR:Yes] Transmutation [Poison] :No; DC:18, Fortitude partial] Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Transmutation Divination [WoodSchool] hed the ability to speak and understand the langu Illusion (Pattern) [Light, Mind-Affecting] iect, produces light. [SR:Yes; DC:18, Will negates VELSS/PerDay:S/C School Transmutation rows to twice its normal size and eight times its n Transmutation to wice its normal size and eight times its n Transmutation (Polymorph) the subject into a Small or smaller animal of no Necromancy	harmless): DC:18, None 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 hour 1 standard action 1 standard action 2 standard action 1 standard action 3 see text] Caster Lev Time 1 standard action ormal weight, [SR:Yes; 1 standard action more than 1 HD, [SR:Ye	a, see text] 130 minutes [D] ext] Instantaneous anent negative level. [SR:Yes (harmless); Dr 13 hours [D] 130 minutes or instantaneous [See text] 13 minutes 1 round; see text 0 the subject. [SR:No] 13 rounds [see text] i3 rounds [D] be background. [SR:Yes; DC:18, Reflex part 13 rounds [D] instantaneous; see text 13 rounds 130 minutes taitor [D] instantaneous; see text 13 rounds [D] instantaneous; see text 13 rounds 100 minutes teature, whether it is a racial tongue or a reg 13 rounds Vel:13 Duration 13 minutes DC:19, Fortitude negates] Fermanent se; DC:19, Fortitude negates, Will partial, see	10 ft. Touch C:18, Will negates (harmless)] Touch Touch See text See text Close (55 ft.) Medium (230 ft.) Medium (230 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Touch Touch tonal dialect. [SR:No; DC:18, Will n Close (55 ft.) Close (55 ft.)	CR:p.333 CR:p.334 UM:p.235 CR:p.337 CR:p.337 CR:p.348 ACG:p.192 CR:p.345 CR:p.348 APG:p.246 UM:p.240 CR:p.354 e same APG:p.248 CR:p.360 egates APG:p.255 Source CR:p.240

	Shaman Sp	oells			
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (55 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFEC	T: This spell frees victims from enchantments, tra	ansmutations, and curs	es. [SR:No; DC:19, See text]		
Breath of Life	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
[V, S] TARGET: Creature touched; EFFECT: This spell cures 5d8+13 points of dam	nage [SR:Yes (harmless) or yes, see text; DC:19	, Will negates (harmles	s) or Will half, see text]		
Call Lightning Storm	Evocation [Electricity]	1 round	13 minutes	Long (920 ft.)	CR:p.252
[V, S] TARGET: One or more 30-ftlong vertical lines of lightning; EFFECT: This sp maximum of 15 bolts. [SR:Yes; DC:19, Reflex half]	ell functions like call lightning, except that each l	bolt deals 5d6 points of	electricity damage [or 5d10 if created outo	loors in a stormy area], and you m	nay call a
Commune	Divination	10 minutes	13 rounds	Personal	CR:p.257
[V, S, M, DF] TARGET: You; EFFECT: You contact your deityor agents thereofa		ple yes or no.			
[V, S] TARGET: You; EFFECT: You become one with nature, attaining knowledge	Divination	10 minutes	Instantaneous	Personal	CR:p.258
Control Winds	Transmutation [Air]	1 standard action	130 minutes	520 ft.	CR:p.261
[V, S] TARGET: 520 ft. radius cylinder 40 ft. high; EFFECT: You alter wind force in		ude negates]			
Cure Light Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE (harmless) or Will half; see text]	CT: You channel positive energy to cure 1d8+13	points of damage poin	ts on each selected creature. [SR:Yes (har	rmless) or yes; see text; DC:19, W	Vill half
	Necromancy [Curse]	1 standard action	Permanent	Close (55 ft.)	UM:p.215
[V, S] TARGET: One creature; EFFECT: As Bestow Curse, but harder to remove. [					
DDDD <u>Dispel Chaos</u>	Abjuration [Lawful]	1 standard action	13 rounds or until discharged, whicheve	er coTouch	CR:p.271
[V, S, DF] TARGET: You and a touched chaotic creature from another plane, or you				surrounds you granting a +4 defle	ction bonus to
AC against attacks by chaotic creatures and you can choose to drive chaotic creatu	res back to their home plane on making a succes Abjuration [Good]	ssful melee touch attac 1 standard action	<li>k. [SR:See text; DC:19, See text] 13 rounds or until discharged, whicheve</li>	ar coTouch	CR:p.271
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD					
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you an against attacks by evil creatures and you can choose to drive evil creatures back to				is you granting a +4 defiection bor	nus to AC
Description Dispel Good	Abjuration [Evil]	1 standard action	13 rounds or until discharged, whicheve	er coTouch	CR:p.272
[V, S, DF] TARGET: You and a touched good creature from another plane, or you a				inds you granting a +4 deflection b	oonus to AC
against attacks by good creatures and you can choose to drive good creatures back				<b>_</b> .	
DDDD <u>Dispel Law</u>	Abjuration [Chaotic]	1 standard action	13 rounds or until discharged, whicheve		CR:p.272
[V, S, DF] TARGET: You and a touched lawful creature from another plane, or you against attacks by lawful creatures and you can choose to drive lawful creatures bac				rrounds you granting a +4 deflect	ion bonus to AC
Dominate Person	Enchantment (Compulsion) [Mind-Affecting		13 days	Close (55 ft.)	CR:p.274
[V, S] TARGET: One humanoid; EFFECT: You can control the actions of any humanoid;			·		
	Necromancy [Emotion, Fear, Mind-Affectin		13 rounds	Close (55 ft.)	ACG:p.181
Feast on Fear		g] 1 standard action	13 rounds	Close (55 ft.)	ACG:p.181
		g] 1 standard action	13 rounds	Close (55 ft.) Medium (230 ft.)	ACG:p.181 CR:p.283
[V, S] TARGET: one or more living creatures [see text]; <i>EFFECT</i> : Targets are panio	ked, and you gain temporary hit points. [SR:yes Evocation [Fire]	<ul> <li>g] 1 standard action</li> <li>; DC:19, Fortitude negative of the standard action</li> </ul>	13 rounds ates] Instantaneous	, ,	
Comparison of the sector	ked, and you gain temporary hit points. [SR:yes Evocation [Fire]	<ul> <li>g] 1 standard action</li> <li>; DC:19, Fortitude negative of the standard action</li> </ul>	13 rounds ates] Instantaneous	, ,	
Image: Terminal State         Targets and Fear           [V, S] TARGET: one or more living creatures [see text]; EFFECT: Targets are panic           Image: Terminal State           [V, S] TARGET: Cylinder 10; EFFECT: A flame strike evokes a vertical column	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates]	Medium (230 ft.)	CR:p.283
Image: Constraint of the second se	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action	13 rounds ates] Instantaneous alf] 13 rounds	Medium (230 ft.)	CR:p.283
Comparison of the second	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT:</i> As ghostbane dirge, but a Conjuration (Creation)	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action iffecting multiple creatu	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates]	Medium (230 ft.) Close (55 ft.)	CR:p.283 APG:p.225
Constant Strike     Solution     Soluti	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration	<ul> <li>g] 1 standard action</li> <li>; DC:19, Fortitude nega 1 standard action</li> <li>R:Yes; DC:19, Reflex h</li> <li>1 standard action</li> <li>R:Yes; DC:19, Reflex catulation</li> <li>1 standard action</li> <li>10 minutes</li> </ul>	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D]	Medium (230 ft.) Close (55 ft.)	CR:p.283 APG:p.225
Solution	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no	<ul> <li>g] 1 standard action</li> <li>; DC:19, Fortitude nega 1 standard action</li> <li>R:Yes; DC:19, Reflex h 1 standard action</li> <li>ffecting multiple creatu 10 minutes</li> <li>10 minutes</li> <li>o object) and yes (see</li> </ul>	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch	CR:p.283 APG:p.225 APG:p.226 ACG:p.184
Constant Strike     C	ked, and you gain temporary hit points. [\$R:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [\$F Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [\$R:No] Abjuration ur hex or major hex on those who pass it. [\$R:no Necromancy	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action	13 rounds Instantaneous alif] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300
Construction of the second secon	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action 6 from the point of origin	13 rounds Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous h, dealing 1d8+13 points of damage to nea	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [ <b>SR</b> :Yes; <b>DC</b> :1	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half]
Constant Strike     C	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning)	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action action attraction (ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action a from the point of origin 1 round	13 rounds Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous h, dealing 1d8+13 points of damage to nea 13 minutes	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300
The set on Fear     The set on Fear     The set of	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action Iffecting multiple creatu 10 minutes 10 minutes 0 (object) and yes (see 1 standard action 5 from the point of origin 1 round	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous n, dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301
The set on Fear     The set on Fear     The set of	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy Cf: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; <i>EFFECT</i> : Y Transmutation, AirSchool	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action s from the point of origin 1 round You summon a number 1 standard action	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text): DC:19, see text] Instantaneous n, dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [ <b>SR</b> :Yes; <b>DC</b> :1	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half]
Image: Constraint of the second s	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action is from the point of origin 1 round You summon a number 1 standard action m or heavy armor, or if	13 rounds instantaneous instantaneous if] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text]; DC:19, see text] Instantaneous n, dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load].	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.317
[V, S] TARGET: one or more living creatures [see text]: EFFECT: Targets are panion of the panion	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse]	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action s from the point of origin 1 round You summon a number 1 standard action	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text): DC:19, see text] Instantaneous n, dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301
[V, S] TARGET: one or more living creatures [see text]: EFFECT: Targets are panion of the panion	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:nt Necromancy OT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; <i>EFFECT</i> : Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] t be revived. [SR:No]	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action action affecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action a from the point of origin 1 round 'ou summon a number 1 standard action m or heavy armor, or if 1 round	13 rounds Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous h, dealing 1d8+13 points of damage to nea 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) thy living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238
[V, S] TARGET: one or more living creatures [see text]; EFFECT: Targets are panied in the set of the set o	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:nr Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; <i>EFFECT</i> : Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] the revived. [SR:No] Abjuration, EarthSchool [MetalSchool]	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action 5 from the point of origin 1 round You summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action	13 rounds tes] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous the dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.317
Image: Start on Fear [V, S] TARGET: one or more living creatures [see text]: <i>EFFECT</i> : Targets are panied in the strike evokes a vertical column is the strike evoke evokes a vertical evoke evoke evokes a vertical evoke evokes a vertical evoke evok	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nce to blows, cuts, stabs, and slashes. [SR:Yes]	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action 5 from the point of origin 1 round You summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action	13 rounds 13 rounds Instantaneous Instantaneous I13 rounds 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous 1, dealing 148+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged I negates (harmless)]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch Touch	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238
Image: Start on Fear [V, S] TARGET: one or more living creatures [see text]: EFFECT: Targets are panied in the strike evokes a vertical column is the strike evoke evokes a vertical column in the strike evokes evokes a vertical column is the strike evoke evokes a vertical column in the strike evoke evokes a vertical column is the strike evoke evoke evokes a vertical column is the strike evoke evoke evokes a vertical column is the strike evoke evoke evoke evokes a strike evoke evoke evoke evoke evokes a vertical column is the strike evoke e	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes- Conjuration (Summoning [see text])	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action i from the point of origin 1 round /ou summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action m or heavy armor, or if 1 round 1 standard action (harmless); DC:19, Will 1 round	13 rounds instantaneous instantaneous if instantaneous if i3 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous , dealing 148+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged Inegates (harmless)] 13 rounds [D]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Personal Touch Touch Close (55 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238 CR:p.349 CR:p.354
Image: Second Secon	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes- Conjuration (Summoning [see text])	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action i from the point of origin 1 round /ou summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action m or heavy armor, or if 1 round 1 standard action (harmless); DC:19, Will 1 round	13 rounds ites] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous , dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged I negates (harmless)] 13 rounds [D] re, 1d3 4th-level creatures of the same kin	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch Touch Close (55 ft.) (close (55 ft.)) d, or 1d4+1 lower-level creatures	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238 CR:p.349 CR:p.354
[V, S] TARGET: one or more living creatures [see text]: EFFECT: Targets are panion of the panion	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes- Conjuration (Summoning [see text])	g) 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action i from the point of origin 1 round /ou summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action m or heavy armor, or if 1 round 1 standard action (harmless); DC:19, Will 1 round	13 rounds instantaneous instantaneous if instantaneous if i3 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous , dealing 148+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged Inegates (harmless)] 13 rounds [D]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch Touch Close (55 ft.) (close (55 ft.)) d, or 1d4+1 lower-level creatures	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238 CR:p.349 CR:p.354
[V, S] TARGET: one or more living creatures [see text]; EFFECT: Targets are panied in the set of the set o	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [SF Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes Conjuration (Summoning [see text]) ummon nature's ally I, except that you can summ Transmutation	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 10 minutes 10 otionutes 10 standard action s from the point of origin 1 standard action m or heavy armor, or if 1 round 1 standard action m or heavy armor, or if 1 round 1 standard action (harmless); DC:19, Will 1 round 1 standard action (harmless); DC:19, Will	13 rounds instantaneous instantaneous if] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text): DC:19, see text] Instantaneous n, dealing 1d8+13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged I negates (harmless)] 13 rounds [D] re, 1d3 4th-level creatures of the same kin Concentration [up to 13 rounds] or instate object) or none; see text; Spell]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) Personal Touch Touch Close (55 ft.) Personal Touch Close (55 ft.) d, or 1d4+1 lower-level creatures antarLong (920 ft.)	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238 CR:p.349 CR:p.354 of the same CR:p.357
<ul> <li>Feast on Fear</li> <li>[V, S] TARGET: one or more living creatures [see text]: <i>EFFECT</i>: Targets are panied</li> <li>[V, S, DF] TARGET: Cylinder 10; <i>EFFECT</i>: A flame strike evokes a vertical column</li> <li>Ghostbane Dirge, Mass</li> <li>[V, S, MDF] TARGET: 13 incorporeal creatures, no two of which can be more than</li> <li>Grove of Respite</li> <li>[V, S, MDF] TARGET: 20-ftradius grove; <i>EFFECT</i>: Creates trees and a small spri</li> <li>Hex Glyph (Greater)</li> <li>[V, S, M] TARGET: Object touched or up to 65 sq. ft.; <i>EFFECT</i>: Inscription casts yo</li> <li>Inflict Light Wounds (Mass)</li> <li>[V, S, DF] TARGET: 10 estures, no two of which can be more than 30 ft. apart; <i>EFFE</i></li> <li>[N, S, DF] TARGET: One swarm of wasps per three levels, each of which must be a component of the spring of</li></ul>	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:no Necromancy C7: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; <i>EFFECT</i> : Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] to be revived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes Conjuration (Summoning [see text)] ammon nature's ally I, except that you can summ Transmutation	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action ffecting multiple creatu 10 minutes 0 (object) and yes (see 1 standard action is from the point of origin 1 round You summon a number 1 standard action m or heavy armor, or if 1 round 1 standard action (harmless); DC:19, Will 1 round on one 5th-level creatu 1 standard action	13 rounds tes] Instantaneous alf] Instantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous the dealing 148-13 points of damage to neal 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged I negates (harmless)] 13 rounds [D] re, 1d3 4th-level creatures of the same kin Concentration [up to 13 rounds] or insta	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) rby living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch Touch Close (55 ft.) (close (55 ft.)) d, or 1d4+1 lower-level creatures	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.301 CR:p.317 APG:p.238 CR:p.354 of the same
Image: Section of the section of	ked, and you gain temporary hit points. [SR:yes Evocation [Fire] of divine fire dealing 13d6 points of damage. [Sf Transmutation 30 ft. apart; EFFECT: As ghostbane dirge, but a Conjuration (Creation) ng. [SR:No] Abjuration ur hex or major hex on those who pass it. [SR:nn Necromancy CT: Negative energy spreads out in all directions Conjuration (Summoning) adjacent to at least one other swarm; EFFECT: Y Transmutation, AirSchool ly at a speed of 40 feet [30 feet if wearing mediu Necromancy [Curse] tb erevived. [SR:No] Abjuration, EarthSchool [MetalSchool] nee to blows, cuts, stabs, and slashes. [SR:Yes Conjuration (Summoning [see text]) urmon nature's ally I, except that you can summ Transmutation oncentrating on them. [SR:Yes (object); see text Divination by to see all things as they actually are. [SR:Yes	g] 1 standard action ; DC:19, Fortitude nega 1 standard action R:Yes; DC:19, Reflex h 1 standard action R:Yes; DC:19, Reflex h 1 standard action at standard action 10 minutes 0 (object) and yes (see 1 standard action of othe point of origin 1 round 1 standard action of neavy armor, or if 1 round 1 standard action 1 round 1 standard action 1 round 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action (harmless); DC:19, Will 1 standard action (harmless); DC:19, Will	13 rounds ites] Instantaneous alf] Istantaneous alf] 13 rounds res. [SR:Yes; DC:19, Will negates] 26 hours [D] Permanent until discharged [D] text); DC:19, see text] Instantaneous in dealing 1d8+13 points of damage to near 13 minutes of swarms of wasps. [SR:No] 13 hours carrying a medium or heavy load]. permanent 130 minutes or until discharged I negates (harmless)] 13 rounds [D] re, 1d3 4th-level creatures of the same kin Concentration [up to 13 rounds] or insta object) or none; see text; Spell] 13 nuittes I negates (harmless)]	Medium (230 ft.) Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) ty living enemies. [SR:Yes; DC:1 Long (920 ft.) Personal Touch Close (55 ft.) d, or 1d4+1 lower-level creatures intarLong (920 ft.) Touch	CR:p.283 APG:p.225 APG:p.226 ACG:p.184 CR:p.300 19, Will half] CR:p.317 APG:p.238 CR:p.349 CR:p.354 of the same CR:p.357 CR:p.353
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## LEVEL 6 / Per Day:2 / Caster Level:13

Name	School	Time	Duration	Range	Source
Antilife Shell	Abjuration	1 round	13 minutes [D]	10 ft.	CR:p.242
V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFI	ECT: You bring into being a mobile, hemispherical energy f	ield that prevents the entra	nce of most types of living creature	es. [SR:Yes]	
Awaken	Transmutation	24 hours	Instantaneous	Touch	CR:p.245
V, S, M, DF] TARGET: Animal or tree touched; EFFECT: You awak	en a tree or animal to human-like sentience. [SR:Yes; DC:	20, Will negates]			
Banishment	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.246
V, S, F] TARGET: One or more extraplanar creatures, no two of wh	ich can be more than 30 ft. apart; EFFECT: A banishment	spell enables you to force e	extraplanar creatures out of your h	ome plane. [SR:Yes; DC:20, Will negates	3]
Bear's Endurance (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.247
V, S, M/DF] TARGET: One creature/level, no two of which can be n	nore than 30ft. apart; EFFECT: Mass Bear's Endurance wo	orks like Bear's Endurance,	except that it affects multiple crea	tures. [SR:Yes; DC:20, Will negates (harr	mless)]
Bull's Strength (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.251
V, S, M/DF] TARGET: 13 creatures, no two of which can be more th	han 30ft. apart; EFFECT: This spell functions like bull's stre	ength, except that it affects	nultiple creatures. [SR:Yes (harm	less); DC:20, Will negates (harmless)]	
Cone of Cold	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	60 ft.	CR:p.258
V, S, M] TARGET: Cone-shaped burst; EFFECT: Cone of cold creater	ates an area of extreme cold, originating at your hand and e	extending outward in a cone	, dealing 13d6 points of cold dam	age. [SR:Yes; DC:20, Reflex half]	
Create Undead	Necromancy [Evil]	1 hour	Instantaneous	Close (55 ft.)	CR:p.262
V, S, M] TARGET: One corpse; EFFECT: A much more potent spel	Il than animate dead, this evil spell allows you to infuse a d	ead body with negative ene	rgy to create more powerful sorts	of undead. [SR:No]	
Cure Moderate Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
V, S] TARGET: 13 creatures, no two of which can be more than 30 ext]	ft. apart; EFFECT: You channel positive energy to cure 2d	8+13 points of damage points	nts on each selected creature. [SR	:Yes (harmless); see text; DC:20, Will ha	If (harmless); see
Dispel Magic (Greater)	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
V, S] TARGET: One spellcaster, creature, or object; or a 20-ft radi	ius burst; EFFECT: This spell functions like dispel magic, e	xcept that it can end more	han one spell on a target and it ca	an be used to target multiple creatures. [S	R:No]
<b>Eagle's Splendor (Mass)</b>	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.275
V, S, M/DF] TARGET: 13 creatures, no two of which can be more the	han 30 ft. apart; EFFECT: This spell functions like eagle's s	plendor, except that it affect	ts multiple creatures. [SR:Yes; D	:20, Will negates (harmless)]	
Generation Find the Path	Divination	3 rounds	130 minutes	Personal or touch	CR:p.281
V, S, F] TARGET: You or creature touched; EFFECT: The recipient or Will negates (harmless)]	t of this spell can find the shortest, most direct physical rout	te to a prominent specified	destination, such as a city, keep, l	ake, or dungeon. [SR:No or yes (harmless	s); <b>DC:</b> 20, None
	* =Domain/Spec	iality Spell			

	Shaman Sp	oells			
Fire Seeds	Conjuration (Creation) [Fire]	1 standard action	130 minutes or until used	Touch	CR:p.28
[V, S, M] TARGET: Up to four acorns or up to eight holly berries; EFFECT: Depend you can detonate on command. [SR:No; DC:20, None or Reflex half; see text]	ing on the version of fire seeds you choose, you t	urn acorns into splash v	veapons that you or another character can t	hrow, or you turn holly berries i	into bombs that
Flesh to Stone	Transmutation, EarthSchool	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.28
[V, S, M] TARGET: One creature; EFFECT: The subject, along with all its carried ge					
Image: Content of the second secon	Enchantment (Compulsion) [Mind-Affecting	-	13 minutes	Touch	CR:p.29
negates (harmless)]					
Inflict Moderate Wounds (Mass)     Inflict Moderate Wounds (Mass)     IV, SI TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
<b>OVER STARGET:</b> Is creatures, no two of which can be more than so it, apart, EFFE	Transmutation	1 standard action	13 minutes	Close (55 ft.)	20, will hallj CR:p.318
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart;					
DDDD Planar Ally	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One or two called outsiders, totaling no more than 12 HD, v less, or two creatures of the same kind whose HD total no more than 12. [SR:No]	hich cannot be more than 30 ft. apart when they	appear; EFFEC1: This	spell functions like lesser planar ally, excep	t you may call a single creature	of 12 HD or
<b>Raise Dead</b>	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: You restore life to a dece Slay Living	ased creature. [SR:Yes (harmless); DC:20, None Necromancy [Death]	e, see text] 1 standard action	Instantaneous	Touch	CR:p.344
[V, S] TARGET: Living creature touched; EFFECT: You can attempt to slay any one					
COCCA Staff	Transmutation	1 standard action	13 rounds	Medium (230 ft.)	APG:p.245
[V, S, M] TARGET: 1 or more pieces of wood, no two of which can be more than 30 Stone to Flesh	ft. apart; EFFECT: Transforms wood into snakes Transmutation, EarthSchool	to fight for you. [SR:Ye 1 standard action	es (object); DC:20, Will negates (object)] Instantaneous	Medium (230 ft.)	CR:p.350
[V, S, M] TARGET: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in (					
(object); see text; Spell]	Conjuration (Summoning [see text])	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions like su					
kind. [SR:No]	Conjuration, EarthSchool (Creation) [Earth]		Instantaneous	Medium (230 ft.)	CR:p.367
V, S, M/DF] TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; EFFEC				Medium (250 ft.)	CK.p.307
	VEL 7 / Per Day:1 / 0				
Name	School Transmutation	Time 1 standard action	Duration 13 rounds or 13 hours; see text	Range Close (55 ft.)	Source CR:p.242
[V] TARGET: One Large plant per three caster levels or all plants within range; see					
Cloak of Dreams	Enchantment (Compulsion) [Mind-Affecting	-	13 rounds [D]	5 ft.	APG:p.211
[V, S, M] TARGET: 5-ftradius emanation centered on you; EFFECT: Living creature Control Weather	es within 5 ft. fall asleep. [SR:Yes; DC:21, Will no Transmutation, AirSchool, WaterSchool [Wo		4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You chan		,			
Creeping Doom	Conjuration (Summoning)	1 standard action	13 rounds	Close/100 ft.; see text	CR:p.262
[V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massiv	e swarms of biting and stinging insects. [SR:No; Conjuration (Healing)	DC:21, Fortitude partial 1 standard action	, see text] Instantaneous	Touch	CR:p.263
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE					
text]	Conjuration (Creation)	1 standard action	26 hours [D]	Close (55 ft.)	ACG:p.181
Fairy Ring Retreat [V, S, DF] TARGET: extradimensional meadow, up to 39 10-ft. cubes [S]; EFFECT:				01030 (00 11.)	7.00.p.101
	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; <i>EFFECT:</i> Harm charges a subject with negative	Necromancy energy that deals 130 points of damage. [SR:Ye	1 standard action s; <b>DC:</b> 21, Will half; see	Instantaneous text]		
V, S) TARGET: Creature touched; <i>EFFECT:</i> Harm charges a subject with negative	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing)	1 standard action s; <b>DC:</b> 21, Will half; see 1 standard action	Instantaneous text] Instantaneous	Touch	CR:p.293 CR:p.294
[V, S] TARGET: Creature touched; <i>EFFECT:</i> Harm charges a subject with negative	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing)	1 standard action s; <b>DC:</b> 21, Will half; see 1 standard action	Instantaneous text] Instantaneous		
Image: Construct Type       Image: Construct Type         Image: Construct Type       Image: Construct Type <td>Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold]</td> <td>1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action</td> <td>Instantaneous text] Instantaneous less); <b>DC:</b>21, Will negates (harmless)] 13 minutes [D]</td> <td>Touch Personal</td> <td>CR:p.294 UM:p.224</td>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold]	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action	Instantaneous text] Instantaneous less); <b>DC:</b> 21, Will negates (harmless)] 13 minutes [D]	Touch Personal	CR:p.294 UM:p.224
Image: Provide the image: Providethe image: Provide the image: Provide the im	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action 1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous	Touch Personal Close (55 ft.)	CR:p.294 UM:p.224 CR:p.301
Image: Product of the second secon	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action 1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous	Touch Personal Close (55 ft.)	CR:p.294 UM:p.224 CR:p.301 21, Will half]
Image: Construct the second	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy CT: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No]	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action 1 standard action from the point of origin, 10 minutes	Instantaneous text] Instantaneous ess); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D]	Touch Personal Close (55 ft.) living enemies. [SR:Yes; DC:2 Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305
Image: Product State       Image: Product State         Image: Produc	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation)	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action	Instantaneous text] Instantaneous lesss; DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous	Touch Personal Close (55 ft.) 'living enemies. [SR:Yes; DC:2 Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305
Image: Provide the image: Providethe image: Provide the image: Provide the im	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation)	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harml 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action	Instantaneous text] Instantaneous lesss; DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous	Touch Personal Close (55 ft.) 'living enemies. [SR:Yes; DC:2 Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305
Image: Construct Server Ser	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] ror guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing)	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harmi 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action ure to another plane of 3 full rounds	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch Touch DC:21, Will negates] Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305 CR:p.322 CR:p.331
Image: Product Street Stree	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] ror guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing)	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harmi 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action ure to another plane of 3 full rounds	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch Touch DC:21, Will negates] Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305 CR:p.332 CR:p.331 es (harmless);
Image: Construct Server Ser	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) pration, except that it dispels all permanent and te	1 standard action s; DC:21, Will half; see 1 standard action ilictions. [SR:Yes (harmi 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action ure to another plane of 3 full rounds tails, or even heads of r 3 rounds	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous multiheaded creatures], broken bones, and in Instantaneous	Touch Personal Close (55 ft.) 'living enemies. [SR:Yes; DC:2 Touch Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.305 CR:p.322 CR:p.321 es (harmless); CR:p.334
Weight Harm         [V, S] TARGET: Creature touched; EFFECT: Harm charges a subject with negative         Weight Heal         [V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive         [W, S] TARGET: You; EFFECT: Your body becomes living ice.         [W, S] TARGET: You; EFFECT: Your body becomes living ice.         [W, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT         [W, S] TARGET: Tree touched; EFFECT: This spell turns an oak tree into a protected         [W, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands;         [W, S, F] TARGET: Living creature touched; EFFECT: The subject's severed body         [C:21, Fortitude negates (harmless)]         [W] S, MARGET: Creature touched; EFFECT: This spell functions like lesser rest         [W, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser rest	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy CT: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) poration, except that it dispels all permanent and te Divination (Scrying)	1 standard action s; DC:21, Will half; see 1 standard action ilictions. [SR:Yes (harmi 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action ure to another plane of 3 full rounds tails, or even heads of r 3 rounds	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous multiheaded creatures], broken bones, and in Instantaneous	Touch Personal Close (55 ft.) 'living enemies. [SR:Yes; DC:2 Touch Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.325 CR:p.322 CR:p.331 es (harmless); CR:p.334 harmless)]
<ul> <li>Harm</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive</li> <li>[C, S] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Inflict Serious Wounds (Mass)</li> <li>[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFEC</i></li> <li>[V, S] TARGET: The touched; <i>EFFECT</i>: This spell turns an oak tree into a protecte</li> <li>[V, S] TARGET: tree touched; <i>EFFECT</i>: This spell turns an oak tree into a protecte</li> <li>[V, S, TARGET: Creature touched; or up to eight willing creatures joining hands;</li> <li>[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i>: The subject's severed body DC:21, Fortitude negates (harmless))</li> <li>[V, S, MARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest</li> <li>[V, S, MARGET: Creature touched; <i>EFFECT</i>: This spell functions like scrying, except at the spell functions like scrying.</li> </ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) energy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy CT: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) poration, except that it dispels all permanent and te Divination (Scrying)	1 standard action s; DC:21, Will half; see 1 standard action lictions. [SR:Yes (harmi 1 standard action 1 standard action from the point of origin, 10 minutes 1 standard action ure to another plane of 3 full rounds tails, or even heads of r 3 rounds amporary negative level	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous nultiheaded creatures], broken bones, and in Instantaneous s afflicting the healed creature. [SR:Yes (ha	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.325 CR:p.322 CR:p.331 ies (harmless); CR:p.334 harmless)] CR:p.337
Image: Construct Transmission of the second seco	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy 77: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and to Divination FSPEC: Spue: Spu	1 standard action     s; DC:21, Will half; see     1 standard action     lictions. [SR:Yes (harmid     1 standard action     1 standard action     1 standard action     from the point of origin,     10 minutes     1 standard action     ure to another plane of     3 full rounds     tails, or even heads of r     3 rounds     moporary negative level     1 standard action     10 minutes	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous multiheaded creatures], broken bones, and in Instantaneous s afflicting the healed creature. [SR:Yes (ha 13 hours	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n.	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.325 CR:p.322 CR:p.331 ies (harmless); CR:p.334 harmless)] CR:p.337
<ul> <li>Harm</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive (</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFEC</i></li> <li>[V, s] TARGET: Tree touched; <i>EFFECT</i>: This spell turns an oak tree into a protect of the plane Shift</li> <li>[V, s, F] TARGET: Creature touched, or up to eight willing creatures joining hands;</li> <li>[Co:21, Fortiude negates (harmless)]</li> <li>[Cestoration (Greater)]</li> <li>[V, s, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest</li> <li>[Cestoration (Greater)]</li> <li>[V, s] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except a stranget rest</li> <li>[Cestoration Coreater]</li> <li>[V, S, D] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except a stranget rest</li> <li>[Cestoration Coreater]</li> <li>[V, S, D] TARGET: You; <i>EFFECT</i>: You gain the ability to speak with stones, which</li> <li>[Cestoration Nature's Ally VII]</li> </ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy T7: Negative energy spreads out in all directions Transmutation [WoodSchool] conjuration [Teleportation] EFFECT: You move yourself or some other creat Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and te Divination Souther (SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Summoning [see text])	Standard action     Standard action     Standard action     Standard action     I ounds     I standard action     I o minutes well as revealing what is     I round	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous stafficting the healed creature. [SR:Yes (ha 13 hours 13 minutes s covered or concealed behind or under ther 13 rounds [D]	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n. Close (55 ft.)	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.322 CR:p.322 CR:p.331 es (harmless); CR:p.334 CR:p.349 CR:p.349 CR:p.354
Weight Harm         W. S) TARGET: Creature touched; EFFECT: Harm charges a subject with negative         Weight Heal         W. S) TARGET: Creature touched; EFFECT: Heal enables you to channel positive         Weight Heal         W. S) TARGET: You; EFFECT: Your body becomes living ice.         Weight Heal         W. S) TARGET: You; EFFECT: Your body becomes living ice.         Weight Heal         W. S) TARGET: You; EFFECT: Your body becomes living ice.         Weight Heal         W. S) TARGET: You; EFFECT: Your body becomes living ice.         Weight Heal         W. S) TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT         Weight Heal         W. S) TARGET: Tree touched; EFFECT: This spell turns an oak tree into a protectice         Weight Heal	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy T7: Negative energy spreads out in all directions Transmutation [WoodSchool] conjuration [Teleportation] EFFECT: You move yourself or some other creat Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and te Divination Souther (SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Summoning [see text])	Standard action     Standard action     Standard action     Standard action     I ounds     I standard action     I o minutes well as revealing what is     I round	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous stafficting the healed creature. [SR:Yes (ha 13 hours 13 minutes s covered or concealed behind or under ther 13 rounds [D]	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n. Close (55 ft.)	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.322 CR:p.322 CR:p.331 es (harmless); CR:p.334 CR:p.349 CR:p.349 CR:p.354
<ul> <li>Harm</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creature touched; <i>EFFECT</i>: This spell turns an oak tree into a protect in the subject is severed body</li> <li>[V, 5] TARGET: Tree touched; <i>EFFECT</i>: This spell turns an oak tree into a protect in the subject is severed body</li> <li>[V, 5] TARGET: Creature touched, or up to eight willing creatures joining hands;</li> <li>[V] ARGET: Creature touched; or up to eight willing creatures in the subject is severed body</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: The subject is severed body</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest</li> <li>[V] S] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like serving, except and sensor; <i>EFFECT</i>: This spell functions like serving, except and sensor; <i>EFFECT</i>: You gain the ability to speak with stones, which is the subject is common the subject is severed body</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set in the subject is severed body</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set into a protect in the subject is severed body</li> <li>[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set into a protect is severed body</li> <li>[V, S] DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set into a protect is severed body</li> <li>[V, S] DF] TARGET: Not summoned creature; <i>EFFECT</i>: This spell functions like set into a protect is severed body</li> </ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) aration, except that i dispels all permanent and te Divination relate to you who or what has touched them as to Conjuration (Summoning [see text]) memon nature's ally I, except that you can summer Evocation [Light]	1 standard action     s; DC:21, Will half; see     1 standard action     3 rounds     amporary negative level     1 standard action     10 minutes well as revealing what is     1 round     n one 7th-level creature     1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous a afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes covered or concealed behind or under ther 13 rounds [D] e, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch Utined organs grow back [SR:Y Touch Touch Touch Touch Touch See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft.	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.322 CR:p.324 es (harmless); CR:p.334 es (harmless); CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354
<ul> <li>Harm</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive (</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[Ce Body</li> <li>[V, s] TARGET: You; <i>Certex Vounds</i> (Mass)</li> <li>[V, s] TARGET: Tree touched; <i>EFFECT</i>: This spell turns an oak tree into a protect of the plane Shift</li> <li>[V, s, F] TARGET: Creature touched, or up to eight willing creatures joining hands;</li> <li>[Ce:21, Fortitude negates (harmless)]</li> <li>[Ce:21, Fortitude negates (harmless)]</li> <li>[V, s, M] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser restered to the speak of the speak with stones, which (SR:No)</li> <li>[V, s, DP] TARGET: You; <i>EFFECT</i>: You gain the ability to speak with stones, which (SR:No)</li> <li>[V, s, DP] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set with stones, which (SR:No)</li> <li>[V, s, DP] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like set with stones set with stones, which (SR:No)</li> </ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy T7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and te Divination Iversity ou who or what has touched them as to Conjuration (Surging) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summon Evocation [Light]	1 standard action     s; DC:21, Will half; see     1 standard action     1 o minutes well as revealing what is     1 round     n one 7th-level creature     1 standard action	Instantaneous text] Instantaneous text] Instantaneous dess); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous sultiheaded creatures], broken bones, and to Instantaneous a afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes scovered or concealed behind or under their 13 rounds [D] a, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.325 CR:p.324 CR:p.331 es (harmless); CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354
<ul> <li>Harm</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive (</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[V, s] TARGET: You; <i>EFFECT</i>: This spell turns an oak tree into a protect of the second se</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy CT: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summor Evocation [Light] u can use a standard action to evoke a dazzling Conjuration (Teleportation)	1 standard action     s; DC:21, Will half; see     1 standard action     10 minutes     well as revealing what is     1 round     n one 7th-level creature     1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous sultiheaded creatures], broken bones, and to Instantaneous a afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes scovered or concealed behind or under the 13 rounds [D] a, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round	Touch Personal Close (55 ft.) rliving enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell Unlimited	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.325 CR:p.327 CR:p.331 es (harmless); CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354 J CR:p.354
<ul> <li>Harm</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the subject is creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i></li> <li>[V, 5] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i></li> <li>[V, 5] TARGET: Tree touched; <i>EFFECT</i>: This spell turns an oak tree into a protected in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like lesser rest in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: This spell functions like serving, except is in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like serving, except is in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like serving, except is in the subject is severed body DC:21, Fortitude negates (harmless)]</li> <li>[V, 5] TARGET: Nou; <i>EFFECT</i>: You gain the ability to speak with stones, which is in the spell functions like set in the spell function for this spell, yor in the spel</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) ration, except that it dispels all permanent and to Divination relate to you who or what has touched them as to Conjuration (Scrying) aronon nature's ally I, except that you can summor Evocation [Light] but can use a standard action to evoke a dazzling Conjuration (Teleportation)	1 standard action     s; DC:21, Will half; see     1 standard action	Instantaneous text] Instantaneous text] Instantaneous (ess); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous s afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes covered or concealed behind or under ther 13 rounds [D] a, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round s and distance to a plant of the same kind in	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch Uned organs grow back [SR:Y Touch Touch Touch Touch Touch See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell Unlimited	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.322 CR:p.324 es (harmless); CR:p.334 CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354 if CR:p.354 cR:p.354
<ul> <li>Harm</li> <li>[V, \$] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, \$] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive of the second second</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy 77: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and to Divination relate to you who or what has touched them as to Conjuration (Surmoning [see text]) mmon nature's ally 1, except that you can summor Evocation [Light] ota can use a Istandard action to evoke a dazzling Conjuration (Teleportation) Divination	1 standard action     s; DC:21, Will half; see     1 standard action     1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous sultiheaded creatures], broken bones, and to Instantaneous a afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes scovered or concealed behind or under the 13 rounds [D] a, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round	Touch Personal Close (55 ft.) rliving enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch uined organs grow back [SR:Y Touch rmless); DC:21, Will negates (f See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell Unlimited	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.322 CR:p.324 es (harmless); CR:p.334 CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354 if CR:p.354 cR:p.354
<ul> <li>Harm</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, s] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive ()</li> <li>[C, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[C, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[C, s] TARGET: You; <i>EFFECT</i>: Your body becomes living ice.</li> <li>[C, s] TARGET: You; <i>EFFECT</i>: This spell turns an oak tree into a protect of the second second</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy 77: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and to Divination relate to you who or what has touched them as to Conjuration (Surmoning [see text]) mmon nature's ally 1, except that you can summor Evocation [Light] ota can use a Istandard action to evoke a dazzling Conjuration (Teleportation) Divination	1 standard action     s; DC:21, Will half; see     1 standard action     1 standard action	Instantaneous text] Instantaneous text] Instantaneous (ess); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous s afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes covered or concealed behind or under ther 13 rounds [D] a, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round s and distance to a plant of the same kind in	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch Uned organs grow back [SR:Y Touch Touch Touch Touch Touch See text Personal n. Close (55 ft.) or 1d4+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell Unlimited	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.322 CR:p.324 es (harmless); CR:p.334 CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354 if CR:p.354 cR:p.354
<ul> <li>Harm</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the second structure in the second st</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) oration, except that it dispels all permanent and te Divination relate to you who or what has touched them as so Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summor Evocation (Teleportation) 27: You can enter any normal plant [equal to you Divination at it works more quickly and produces some strai Evocation, WaterSchool [Water] e; EFFECT: Creates a whirlpool in water. [SR:Ye]	1 standard action     s; DC:21, Will half; see     1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous multiheaded creatures], broken bones, and in Instantaneous s afflicting the healed creature. [SR:Yes (he 13 hours 13 minutes s covered or concealed behind or under the 13 rounds [D] e, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round s any distance to a plant of the same kind in See text 13 rounds [D] es, see text]	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch Touch DC:21, Will negates] Touch Unied organs grow back [SR:Y Touch Touch Touch Close (55 ft.) Close (55	CR:p.294 UM:p.224 CR:p.301 21, Will half] CR:p.322 CR:p.322 CR:p.324 es (harmless); CR:p.334 es (harmless); CR:p.334 0 CR:p.354 0 CR:p.354 0 CR:p.361 he distance CR:p.354
<ul> <li>Harm</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Harm charges a subject with negative</li> <li>Heal</li> <li>[V, 5] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive in the second second</li></ul>	Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Healing) anergy into a creature to wipe away injury and aff Transmutation [Cold] Necromancy C7: Negative energy spreads out in all directions Transmutation [WoodSchool] r or guardian. [SR:No] Conjuration (Teleportation) EFFECT: You move yourself or some other creat Conjuration (Healing) members [fingers, toes, hands, feet, arms, legs, Conjuration (Healing) ration, except that i dispels all permanent and te Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Serying) as noted above. [SR:Yes; DC:21, Will negates] Divination relate to you who or what has touched them as to Conjuration (Summoning [see text]) mmon nature's ally I, except that you can summer Evocation [Light] to can use a standard action to evoke a dazzling Conjuration (Teleportation) Divination at it works more quickly and produces some strate Evocation, WaterSchool [Water] a; EFFECT: Creates a whirlpool in water. [SR:Ye Transmutation [Air]	1 standard action     s; DC:21, Will half; see     1 standard action     1 minutes     well as revealing what is     1 round     1 standard action     1 standard action     size or linese light es     1 standard action     r size or larger] and pas     1 standard action     n on you.     1 standard action     s; DC:21, Reflex negate     1 standard action	Instantaneous text] Instantaneous less); DC:21, Will negates (harmless)] 13 minutes [D] Instantaneous dealing 3d8+13 points of damage to nearby 13 days [D] Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous existence or alternate dimension. [SR:Yes; Instantaneous a afflicting the healed creature. [SR:Yes (ha 13 hours 13 minutes covered or concealed behind or under ther 13 rounds [D] e, 1d3 6th-level creatures of the same kind, 13 rounds or until all beams are exhauster ach round. [SR:Yes; DC:21, Reflex negates 1 round s any distance to a plant of the same kind in See text 13 rounds [D] as, see text] 13 hours [D]; see text	Touch Personal Close (55 ft.) (living enemies. [SR:Yes; DC:2 Touch DC:21, Will negates] Touch Unied organs grow back [SR:Y Touch Touch Touch Close (55 ft.) or 144+1 lower-level creatures d 60 ft. and Reflex half; see text; Spell Unlimited a single round, regardless of t Personal Long (920 ft.) Touch	CR:p.294 UM:p.224 CR:p.305 CR:p.322 CR:p.322 CR:p.324 es (harmless); CR:p.334 es (harmless); CR:p.334 CR:p.349 CR:p.354 of the same CR:p.354 dof the same CR:p.365 APG:p.254 CR:p.369
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At Will Feather Fall (DC:11)

Levitate

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Created using <u>PCGen</u> v6.06.01 on Sep 18, 2018 at 12:35:09 PM

## Unnamed 1

Human
RACE
0
AGE
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
180 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
, HAIR / HAIR STYLE
PHOBIAS
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type

## Race Sub Type Description: Biography: