

Unnamed 1

Character Name
Shaman (Speaker for the Past) 13
 CLASS
13 (12) **315000 / 445000**
 Character Level (CR) EXP/NEXT LEVEL

Kona

Player Name
Human / Humanoid
 RACE
0 **Male**
 AGE GENDER

Deity None
 Region None
Medium / 5 ft. **5' 10" / 180 lbs.**
 SIZE / FACE HEIGHT / WEIGHT
20
 EYES HAIR Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	12	+1	12	+1	16	+3
CON Constitution	14	+2	16	+3		
INT Intelligence	9	-1	9	-1		
WIS Wisdom	17	+3	19	+4		
CHA Charisma	12	+1	12	+1		

HP hit points	119	WOUNDS/CURRENT HP	
AC armor class	29	26	17
TOTAL		FLAT	TOUCH
INITIATIVE modifier	+9	+3	+6
TOTAL		DEX MODIFIER	MISC MODIFIER

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	
MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST
25	-3	0			
DODGE		Morale		Insight	
4	0	0	0	0	0
Sacred		Profane		MISC	
0	0	0	0	0	0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	+4	+3	+2	+0	+0	
REFLEX (dexterity)	+9	+4	+3	+2	+0	+0	
WILL (wisdom)	+14	+8	+4	+2	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	+9/+4	+3	+0	+0	0	
RANGED attack bonus	+12/+7	+9/+4	+3	+0	+0	0	
CMB attack bonus	+12/+7	+9/+4	+3	+0			

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+12/+7	+12/+7	+12/+7	+12/+7	+12	+12

CMD	29	29	29	29	29	29
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UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+3	20/x2	5 ft.

*Shortspear +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+14/+9	1d6+7	2W-P-(OH)	+8/+3	1d6+7	
1H-O	+10/+5	1d6+5	2W-P-(OL)	+10/+5	1d6+7	
2H	+14/+9	1d6+8	2W-OH	+4	1d6+5	
Range: 20 ft.		To Hit: +14/+9		Damage: 1d6+7		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+12/+7	+12/+7	+10/+5	+8/+3	+6/+1	
Dam	1d6+7	1d6+7	1d6+7	1d6+7	1d6+7	

*: 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

TOTAL SKILLPOINTS: 52 (UNUSED: 52)		SKILLS		MAX RANKS: 13/13	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	= 3	+ -3	
✓ Acrobatics (Jump)	DEX	3	= 3		
✓ Appraise	INT	-1	= -1		
✓ Bluff	CHA	1	= 1		
✓ Climb	STR	3	= 3		
✓ Craft (Untrained)	INT	-1	= -1		
✓ Diplomacy	CHA	1	= 1		
✓ Disguise	CHA	1	= 1		
✓ Escape Artist	DEX	0	= 3	+ -3	
✓ Fly	DEX	0	= 3	+ -3	
✓ Heal	WIS	4	= 4		
✓ Intimidate	CHA	1	= 1		
✓ Perception	WIS	4	= 4		
✓ Perform (Untrained)	CHA	1	= 1		
✓ Ride	DEX	0	= 3	+ -3	
✓ Sense Motive	WIS	4	= 4		
✓ Stealth	DEX	0	= 3	+ -3	
✓ Survival	WIS	4	= 4		
✓ Swim	STR	4	= 3	+ 1	
			= +	+	
			= +	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Headband of Inspired Wisdom +2	Equipped	1	1 / 4,000
Shortspear +2	Equipped	1	3 / 8,301
Agile Breastplate +2	Equipped	1	25 / 4,550
Belt (CON +2)	Equipped	1	0 / 4,000
Enhancement bonus to ability CON+2			
Cloak (Save Bonus (Resistance) (+2))	Equipped	1	0 / 4,000
Resistance bonus to all saving throws of +2			
TOTAL WEIGHT CARRIED/VALUE		29 lbs.	24,851gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Total=	0 gp [Unspent Funds = 5,149 gp]

MAGIC	
Languages	
Common	

Other Companions	
Archetypes	

Speaker for the Past	
	[Paizo Inc. - Advanced Class Guide, p.111]
A speaker for the past is a shaman who specifically serves as the voice for spirits from her people's history. A speaker for the past is often an advocate of the ancestors of a specific group, the voice of experience, and a powerful resource that allows the past to aid the present.	

Traits	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Misfortune (Su)	[Paizo Inc. - Advanced Class Guide, p.37]
The shaman causes a creature within 30 feet to suffer grave misfortune for 2 rounds. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw (DC 20) negates this hex. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.	

Special Qualities	
Battle (Spirit)	[Paizo Inc. - Advanced Class Guide, p.37]
Spirit Magic Spells: enlarge person (1st), fog cloud (2nd), magic vestment (3rd), wall of fire (4th), righteous might (5th), mass bull's strength (6th), control weather (7th), earthquake (8th), storm of vengeance (9th)	
Battle Master (Ex)	[Paizo Inc. - Advanced Class Guide, p.37]
The shaman makes an extra attack of opportunity each round. This ability stacks with the attacks of opportunity granted by the Combat Reflexes feat.	
Battle Spirit (Su)	[Paizo Inc. - Advanced Class Guide, p.38]
A shaman surrounds herself with the spirit of battle. Allies within 30 feet of the shaman (including the shaman) receive a +2 morale bonus on attack rolls and weapon damage rolls. The shaman can use this ability 4 rounds/day. These rounds do not need to be consecutive.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Enemies' Bane (Su)	[Paizo Inc. - Advanced Class Guide, p.38]
As a swift action, the shaman imbues a single weapon she's wielding with the bane weapon special ability, choosing the type of creature affected each time she does. The effect lasts for 1 minute. If the weapon already has the bane weapon special ability of the type chosen, the additional damage dealt by bane increases to 4d6. The shaman can use this ability 4/day.	
Flight (Su)	[Paizo Inc. - Advanced Player's Guide, p.66]
The witch grow lighter as you gain power, eventually gaining the ability to fly. The witch can use feather fall on herself at will and gain a +4 racial bonus on Swim checks. She can cast levitate on herself once per day. The witch may fly, as per the spell, for 13 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.	
Hex	[Paizo Inc. - Advanced Class Guide, p.35]

A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is 20.

Mysteries of the Past	
	[Paizo Inc. - Advanced Class Guide, p.111]

A speaker for the past gains Linguistics, Knowledge (history), Knowledge (local), Perception, and Use Magic Device as class skills. She also adds the spells from the ancestorUM and timeUM oracle mysteries to her class spell list (as the cleric level for those spells). This ability replaces the shaman's familiar. The speaker for the past must choose a time when she must spend 1 hour each day in quiet contemplation to regain her daily allotment of spells, but does not need to commune with a familiar during this time. Because she has no familiar, she does not gain a spirit familiar feature from any spirit she bonds with.

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

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

Revelations of the Past	
	[Paizo Inc. - Advanced Class Guide, p.112]

At 4th, 6th, 12th, 14th, and 20th levels, the speaker for the past can select a revelation from the ancestor or time mysteries. She uses her shaman level as her oracle level for these revelations, and uses her Wisdom modifier in place of her Charisma modifier for the purposes of the revelation. This ability replaces wandering spirit and wandering hex.

Secret (Ex)	
	[Paizo Inc. - Advanced Class Guide, p.37]

The shaman receives one metamagic feat as a bonus feat. The shaman must meet the prerequisites for the feat.

Skilled	
	[Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spirit (Su)	
	[Paizo Inc. - Advanced Class Guide, p.35]

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

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

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

Spirit of the Warrior (Su)	
	[Paizo Inc. - Advanced Class Guide, p.53]

You can summon the spirit of a great warrior ancestor and allow it to possess you, becoming a mighty warrior yourself. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, and a +4 natural armor bonus to AC. Your base attack bonus while possessed equals your Shaman level (which may give you additional attacks), and you gain the Improved Critical feat with a weapon of your choice. You can use this ability for 6 rounds. This duration does not need to be consecutive, but it must be spent in 1-round increments.

Time Flicker (Su)	
	[Paizo Inc. - Advanced Class Guide, p.57]

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

Time Hop (Su)	
	[Paizo Inc. - Advanced Class Guide, p.57]

As a move action, you can teleport up to 130 feet per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Ward (Su)	
	[Paizo Inc. - Advanced Class Guide, p.37]

The shaman places a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This effect lasts until the warded creature is hit or fails a saving throw. A shaman knows when a warded creature is no longer protected. A shaman can have only one ward active at a time. If the shaman uses this hex while a previous ward is still active, that previous ward immediately ends. A shaman cannot use this ability on herself.

Weapon and Armor Proficiency	
	[Paizo Inc. - Advanced Class Guide]

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

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

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 increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Improved Initiative [Paizo 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) [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. - 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

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 13 rounds	Close (55 ft.)	CR:p.281
[V] TARGET: 13 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. [SR:Yes (object); DC:11, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> Levitate	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 lbs.]; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. [SR:No]					

* =Domain/Speciality Spell

Shaman Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5	5	5	5	3	2	1	—	—
Concentration	+17									

LEVEL 0 / Per Day:4 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bleed	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:14, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.262
[V, S] TARGET: Up to 26 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (230 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (55 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:14, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (55 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:14, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know the direction of north from your current position.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1 standard action	130 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 13 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 13 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:14, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	130 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of Fatigue	Necromancy	1 standard action	13 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:14, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:5 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bane	Enchantment (Compulsion) [Fear, Mind-Affecting]	1 standard action	13 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:15, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Calm Animals	Enchantment (Compulsion) [Mind-Affecting, F1]	1 standard action	13 minutes	Close (55 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:15, Will partial]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	13 hours	Close (55 ft.)	CR:p.254
[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Person	Enchantment (Charm) [Mind-Affecting, Wood1]	1 standard action	13 hours	Close (55 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 13 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage. [SR:Yes; DC:15, Fortitude partial or Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	Divination	1 standard action	130 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	13 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Animals or Plants	Divination	1 standard action	Concentration, up to 130 minutes [D]	Long (920 ft.)	CR:p.266
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Chaos	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Evil	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Good	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Law	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Undead	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					

* =Domain/Speciality Spell

Shaman Spells

□□□□	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 with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:15, Will negates]					
□□□□	Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S]	TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); 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-ft.-radius spread; EFFECT: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect 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 nonlethal 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 clouds, gases, heat, and vapors. [SR:yes (harmless); DC:15, Will negates (harmless)]					
□□□□	Goodberry	Transmutation	1 standard action	13 days	Touch	CR:p.291
[V, S, DF]	TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes 2d4 freshly picked berries magical. [SR:Yes]					
□□□□	Heightened Awareness	Divination	1 standard action	130 minutes [D]	Personal	ACG:p.183
[V, MDF]	TARGET: you; EFFECT: Your recall and ability to process information improve.					
□□□□	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:yes; 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 witch hexes. [SR:Yes (harmless); DC:15, Will negates (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 warded creatures. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	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 enemy. [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, you channel negative energy that deals 1d8+5 points of damage. [SR:Yes; DC:15, Will half]					
□□□□	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 many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
□□□□	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 +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
□□□□	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 time.					
□□□□	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 misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
□□□□	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 spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	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 in your open hand. [SR:Yes]					
□□□□	Protection from Chaos	Abjuration [Lawful]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, MDF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□	Protection from Evil	Abjuration [Good]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, MDF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□	Protection from Good	Abjuration [Evil]	1 standard action	13 minutes [D]	Touch	CR:p.328
[V, S, MDF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□	Protection from Law	Abjuration [Chaotic]	1 standard action	13 minutes [D]	Touch	CR:p.328
[V, S, MDF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□	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; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	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 associated with your spirits. [SR:no; DC:15, none]					
□□□□	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 minutes	Medium (230 ft.)	CR:p.344
[V, S, M]	TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:15, Will negates]					
□□□□	Summon Nature's Ally I	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 your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. [SR:No]					
□□□□	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 when it strikes. [SR:no; DC:15, none]					
□□□□	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 unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No]					
□□□□	Wave 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

Name	School	Time	Duration	Range	Source	
□□□□	Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Touch	CR:p.239
[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 Small or Medium creature of the humanoid type.					
□□□□	Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (55 ft.)	CR:p.241
[V, S, M]	TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a spot you designate. [SR:Yes; DC:16, None; see text]					
□□□□	Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecting]	1 minute	13 hours	Close (55 ft.)	ACG:p.173
[V, S, M]	TARGET: one indifferent or friendly animal; EFFECT: Animal 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 zombie. [SR:No]					
□□□□	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 in the immediate future.					
□□□□	Barkskin	Transmutation	1 standard action	130 minutes	Touch	CR:p.246
[V, S, DF]	TARGET: Living creature touched; EFFECT: Barkskin toughens a creature's skin granting a +5 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]					
□□□□	Bear's Endurance	Transmutation	1 standard action	13 minutes	Touch	CR:p.246
[V, S, MDF]	TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Beastspak	Divination	1 standard action	130 minutes	Personal	ACG:p.175
[S, DF]	TARGET: you; EFFECT: Speak normally while in animal form.					
□□□□	Bull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.251
[V, S, MDF]	TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Buoyancy	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 which can be more than 20 ft. apart; EFFECT: Targets easily float on water. [SR:yes (object); DC:16, Will negates (harmless) or Will negates (object)]					
□□□□	Burning Gaze	Evocation, FireSchool [Fire]	1 standard action	13 rounds	Personal	APG:p.208
[V, S, MDF]	TARGET: You; EFFECT: Inflict 1d6 fire damage to creature. [SR:Yes; DC:16, Fortitude negates (see text)]					

* =Domain/Specialty Spell

Shaman Spells

□□□□	Calm Emotions	Enchantment (Compulsion) [Mind-Affecting, 1]	standard action	Concentration, up to 13 rounds [D]	Medium (230 ft.)	CR:p.252
[V, S, DF]	TARGET: Creatures in a 20-ft.-radius spread; EFFECT: This spell calms agitated creatures. [SR:Yes; DC:16, Will negates]					
□□□□	Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]					
□□□□	Darkness	Evocation [Darkness]	1 standard action	13 minutes [D]	Touch	CR:p.263
[V, MDF]	TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
□□□□	Delay Poison	Conjuration (Healing)	1 standard action	13 hours	Touch	CR:p.265
[V, S, DF]	TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	Eagle's Splendor	Transmutation	1 standard action	13 minutes	Touch	CR:p.275
[V, S, MDF]	TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Eagle Eye	Divination	1 minute	13 minutes [D]	Long (920 ft.)	APG:p.217
[V, S, DF]	TARGET: magical sensor; EFFECT: Creates a magical sensor high above you. [SR:No]					
□□□□	Enthrall	Enchantment (Charm) [Language-Dependent, 1]	round	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 group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:16, Will negates; see text]					
□□□□	False Life	Necromancy	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 unlifelike to grant yourself a limited ability to avoid death.					
□□□□	Flame Blade	Evocation [Fire]	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 the point you designate. [SR:No]					
□□□□	Gentle Repose	Necromancy	1 standard action	13 days	Touch	CR:p.289
[V, S, MDF]	TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:16, Will negates (object)]					
□□□□	Ghostbane Dirge	Transmutation	1 standard action	13 rounds	Close (55 ft.)	APG:p.225
[V, S, MDF]	TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:16, Will negates]					
□□□□	Glide	Transmutation, AirSchool	1 standard action	until landing or 13 minutes [D]	Personal	APG:p.225
[V, S, MDF]	TARGET: You; EFFECT: You take no falling damage, move 60 ft./round while falling.					
□□□□	Guiding Star	Divination	1 minute	13 days [D]	Personal	APG:p.226
[V, S, M]	TARGET: You; EFFECT: Know approximate distance from where you cast this spell.					
□□□□	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 paralyzed and freezes in place. [SR:Yes; DC:16, Will negates; see text]					
□□□□	Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage. [SR:Yes; DC:16, Will half]					
□□□□	Levitate	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 lbs.]; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. [SR:No]					
□□□□	Life Pact	Necromancy	1 standard action	13 minutes	Close (55 ft.)	ACG:p.186
[V, S, DF/M]	TARGET: 13 willing living creatures, no two of which can be more than 30 ft. apart; EFFECT: Affected creatures automatically donate hp to stabilize fallen ally. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Owl's Wisdom	Transmutation	1 standard action	13 minutes	Touch	CR:p.318
[V, S, MDF]	TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [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; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	130 minutes	Touch	CR:p.334
[V, S, DF]	TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S]	TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Scare	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	13 rounds or 1 round; see text for cause fee	Medium (230 ft.)	CR:p.336
[V, S, M]	TARGET: 4 living creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened. [SR:Yes; DC:16, Will partial]					
□□□□	Shield Companion	Abjuration	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. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Sickening Entanglement	Transmutation [Poison]	1 standard action	13 minutes [D]	Long (920 ft.)	ACG:p.192
[V, S, DF]	TARGET: Plants in a 40-ft.-radius spread; EFFECT: As entangle, but plants have sickening sap. [SR:no; DC:16, Reflex partial and Fortitude negates (see text), Reflex partial; see text]					
□□□□	Spiritual Weapon	Evocation [Force]	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 appears and attacks foes at a distance, as you direct it, dealing 1d8+4 force damage per hit. [SR:Yes]					
□□□□	Summon Nature's Ally II	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF]	TARGET: One summoned creature; EFFECT: This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. [SR:No]					
□□□□	Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (55 ft.)	CR:p.354
[V, S, MDF]	TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					
□□□□	Tree Shape	Transmutation [WoodSchool]	1 standard action	13 hours [D]	Personal	CR:p.362
[V, S, DF]	TARGET: You; EFFECT: This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.					
□□□□	Warp Wood	Transmutation	1 standard action	Instantaneous	Close (55 ft.)	CR:p.368
[V, S]	TARGET: 13 Small wooden objects, all within a 20-ft. radius; EFFECT: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. [SR:Yes (object); DC:16, Will negates (object)]					
□□□□	Web Shelter	Conjuration (Creation)	1 minute	13 hours [D]	Close (55 ft.)	UM:p.249
[V, S, DF]	TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: Create a comfortable shelter made of webbing. [SR:No]					
□□□□	Wood Shape	Transmutation	1 standard action	Instantaneous	Touch	CR:p.370
[V, S, DF]	TARGET: One touched piece of wood no larger than 23 cu. ft.; EFFECT: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. [SR:Yes (object); DC:16, Will negates (object)]					

LEVEL 3 / Per Day:5 / Caster Level:13

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 you 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 corpses into undead skeletons or zombies that obey your spoken commands. [SR:No]					
□□□□	Aura Sight	Divination	1 standard action	13 minutes [D]	Personal	ACG:p.174
[V, S]	TARGET: you; EFFECT: Alignment auras become visible to you.					
□□□□	Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S]	TARGET: Creature touched; EFFECT: You place a curse on the 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 unlifelike to render the subject blinded or deafened, as you choose. [SR:Yes; DC:17, Fortitude negates]					
□□□□	Call Lightning	Evocation [Electricity]	1 round	13 minutes	Medium (230 ft.)	CR:p.251
[V, S]	TARGET: One or more 30-ft.-long vertical lines of lightning; EFFECT: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. [SR:Yes; DC:17, Reflex half]					
□□□□	Clairaudience/Clairvoyance	Divination (Scrying)	10 minutes	13 minutes [D]	Long (920 ft.)	CR:p.255
[V, S, F/DF]	TARGET: Magical sensor; EFFECT: Clairaudience/clairvoyance creates an invisible magical sensor at a specific 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 24 hours; EFFECT: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. [SR:No]					

* =Domain/Specialty Spell

Shaman Spells

□□□□	Cure Serious Wounds	Conjuration [Healing]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 3d8+13 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
□□□□	Daylight	Evocation [Light]	1 standard action	130 minutes [D]	Touch	CR:p.264
[V, S]	TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
□□□□	Deeper Darkness	Evocation [Darkness]	1 standard action	13 minutes [D]	Touch	CR:p.265
[V, MDF]	TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
□□□□	Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 minutes	Close (55 ft.)	CR:p.265
[V, S, M]	TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: This spell functions like sleep, except that it affects 10 HD of targets. [SR:Yes; DC:17, Will negates]					
□□□□	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S]	TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another 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 as "Attack," "Run," and "Fetch". [SR:Yes; DC:17, Will negates]					
□□□□	Fly	Transmutation, AirSchool	1 standard action	13 minutes	Touch	CR:p.284
[V, S, F]	TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Font of Spirit Magic	Conjuration [Creation]	1 standard action	concentration + 13 rounds	30 Ft.	ACG:p.182
[V, S, M]	TARGET: 30-ft.-radius emanation centered on you; EFFECT: When allies cast your spirit's spells, they gain other bonuses. [SR:no; DC:17, Will negates (harmless)]					
□□□□	Heroism	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	130 minutes	Touch	CR:p.295
[V, S]	TARGET: Creature touched; EFFECT: This spell imbues a single creature with great bravery and morale in battle. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Hex Glyph	Abjuration	10 minutes	Permanent until discharged [D]	Touch	ACG:p.184
[V, S, M]	TARGET: Object touched or up to 65 sq. ft.; EFFECT: Inscription casts your hex on those who pass it. [SR:no (object) and yes (see text); DC:17, see text]					
□□□□	Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 3d8+13 points of damage. [SR:Yes; DC:17, Will half]					
□□□□	Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, MDF]	TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
□□□□	Magic Circle against Evil	Abjuration [Good]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, MDF]	TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
□□□□	Magic Circle against Good	Abjuration [Evil]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, MDF]	TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
□□□□	Magic Circle against Law	Abjuration [Chaotic]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, MDF]	TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
□□□□	Magic Vestment	Transmutation	1 standard action	13 hours	Touch	CR:p.310
[V, S, DF]	TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or a shield with an enhancement bonus of +3. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
□□□□	Mantle of Calm	Enchantment (Compulsion) [Emotion, Mind-A]	1 standard action	13 rounds [D]	Personal	ACG:p.186
[V, S, DF]	TARGET: you; EFFECT: Neutralize the rage effects of those who have attacked you. [SR:no and yes (see text); DC:17, none and Will negates (see text)]					
□□□□	Mindlocked Messenger	Enchantment (Compulsion) [Language-Deper]	10 minutes	permanent until discharged [see text]	Close (55 ft.)	ACG:p.187
[V, S]	TARGET: one willing living creature; EFFECT: Target gains a message that can be given only to its intended recipient. [SR:yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Nauseating Trail	Conjuration (Creation) [Poison]	1 standard action	13 rounds	Medium (230 ft.)	ACG:p.189
[V, S, M]	TARGET: one willing creature; EFFECT: Creature leaves a trail of stinking cloud squares. [SR:no; DC:17, none and Fortitude negates (see text)]					
□□□□	Pierce Disguise	Divination	1 standard action	13 minutes	Personal	ACG:p.190
[V, S]	TARGET: you; EFFECT: See through low-level magical disguises.					
□□□□	Polymorph Familiar	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Close (55 ft.)	ACG:p.190
[V, S]	TARGET: your familiar; EFFECT: Give your familiar the shape of another animal. [SR:yes (harmless); DC:17, none]					
□□□□	Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	130 minutes or until discharged	Touch	CR:p.327
[V, S, DF]	TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□	Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S]	TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□	Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S]	TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S]	TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□	Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	13 rounds	Long (920 ft.)	CR:p.344
[V, S, MDF]	TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. [SR:No]					
□□□□	Speak with Dead	Necromancy [Language-Dependent]	10 minutes	13 minutes	10 ft.	CR:p.346
[V, S, DF]	TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:17, Will negates; see text]					
□□□□	Speak with Haunt	Necromancy [Language-Dependent]	10 minutes	13 minutes	10 Ft. [see text]	ACG:p.193
[V, S, DF]	TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SR:no; DC:17, Will negates (see text)]					
□□□□	Stench of Prey	Transmutation	1 standard action	13 minutes	Medium (230 ft.)	ACG:p.194
[V, S, DF]	TARGET: one creature [see text]; EFFECT: Predatory animals must successfully save or attack the target. [SR:yes; DC:17, Fortitude negates (see text)]					
□□□□	Stinking Cloud	Conjuration, EarthSchool (Creation) [Poison]	1 standard action	13 rounds	Medium (230 ft.)	CR:p.349
[V, S, M]	TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. [SR:No; DC:17, Fortitude negates; see text]					
□□□□	Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, MDF]	TARGET: Stone or stone object touched, up to 23 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
□□□□	Stricken Heart	Necromancy [Death]	1 standard action	instantaneous	Touch	ACG:p.194
[V, S]	TARGET: creature touched; EFFECT: Touch attack deals 2d6 damage and staggers target. [SR:yes; DC:17, none]					
□□□□	Summon Nature's Ally III	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 summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. [SR:No]					
□□□□	Thorny Entanglement	Transmutation	1 standard action	13 minutes [D]	Long (920 ft.)	ACG:p.196
[V, S, DF]	TARGET: Plants in a 40-ft.-radius spread; EFFECT: As entangle, plus plants make ranged attacks. [SR:no; DC:17, Reflex partial (see text)]					
□□□□	Water Breathing	Transmutation, WaterSchool	1 standard action	26 hours; see text	Touch	CR:p.368
[V, S, MDF]	TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Water Walk	Transmutation [Water]	1 standard action	130 minutes [D]	Touch	CR:p.368
[V, S, DF]	TARGET: 13 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	13 rounds	Medium (230 ft.)	CR:p.370
[V, S, MDF]	TARGET: Wall up to 130 ft. long and 65 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:17, None; see text]					

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Name	School	Time	Duration	Range	Source	
□□□□	Adjustable Polymorph	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal	ACG:p.172
[V, S, M]	TARGET: you; EFFECT: As alter self, but you can change the shape as a swift action.					
□□□□	Air Geyser	Evocation [Air]	1 standard action	instantaneous	Close (55 ft.)	ACG:p.172
[V, S]	TARGET: one creature or object up to Large size; EFFECT: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward. [SR:yes; DC:18, Reflex partial (see text)]					
□□□□	Anti-Incorporeal Shell	Abjuration	1 round	13 minutes [D]	10 Ft.	ACG:p.174
[V, S, DF]	TARGET: 10-ft.-radius emanation centered on you; EFFECT: Incorporeal creatures stay 10 ft. away from you. [SR:yes; DC:18, none]					

* =Domain/Specialty Spell

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□□□□□	Ball Lightning	Evocation, AirSchool [Air, Electricity]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.204
[V, S, MDF]	TARGET: two or more 5-ft.-diameter spheres; EFFECT: Flying balls of lightning deal 3d6 electricity damage each. [SR:Yes; DC:18, Reflex negates]					
□□□□□	Command Plants	Transmutation [WoodSchool]	1 standard action	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 ft. apart; EFFECT: This spell allows you some degree of control over one or more plant creatures. [SR:Yes; DC:18, Will negates]					
□□□□□	Control Water	Transmutation [Water]	1 standard action	130 minutes [D]	Long (920 ft.)	CR:p.260
[V, S, MDF]	TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:18, None; see text]					
□□□□□	Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 4d8+13 points of damage. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]					
□□□□□	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; EFFECT: Creature catches fire the next time it sleeps for an hour. [SR:Yes; DC:18, Will negates (see text)]					
□□□□□	Detect Scrying	Divination	1 standard action	24 hours	40 ft.	CR:p.268
[V, S, M]	TARGET: 40-ft.-radius emanation centered on you; EFFECT: You immediately become aware of any attempt to observe you by means of a divination [scrying] spell or effect. [SR:No]					
□□□□□	Dismissal	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.271
[V, S, DF]	TARGET: One extraplanar creature; EFFECT: This spell forces an extraplanar creature back to its proper plane if it fails a Will save. [SR:Yes; DC:18, Will negates; see text]					
□□□□□	Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M]	TARGET: You; EFFECT: A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.					
□□□□□	Divine Power	Evocation	1 standard action	13 rounds	Personal	CR:p.273
[V, S, DF]	TARGET: You; EFFECT: You imbue yourself with strength and skill in combat and gain a +4 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.					
□□□□□	False Life, Greater	Necromancy	1 standard action	13 hours or until discharged; see text	Personal	UM:p.219
[V, S, M]	TARGET: You; EFFECT: Gain 2d10+13 temporary hp.					
□□□□□	Familiar Melding	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, Will negates (harmless)]					
□□□□□	Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	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 each living creature in the area to become panicked unless it succeeds on a Will save. [SR:Yes; DC:18, Will partial]					
□□□□□	Giant Vermin	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. apart; EFFECT: You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]					
□□□□□	Ice Storm	Evocation, WaterSchool [Cold]	1 standard action	13 rounds [D]	Long (920 ft.)	CR:p.298
[V, S, MDF]	TARGET: Cylinder 20; EFFECT: Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. [SR:Yes]					
□□□□□	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 your currently prepared spells, and the ability to cast them, to another creature. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□□	Inflct Critical Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 4d8+13 points of damage. [SR:Yes; DC:18, Will half]					
□□□□□	Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	13 hours	Close (55 ft.)	CR:p.310
[V, S, MDF]	TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; EFFECT: This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +3. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
□□□□□	Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 130 minutes; see text	Touch	CR:p.316
[V, S, MDF]	TARGET: Creature or object of up to 13 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
□□□□□	Persistent Vigor	Transmutation	1 standard action	13 rounds [D]	Personal	ACG:p.190
[V, S, MDF]	TARGET: you; EFFECT: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.					
□□□□□	Planar Ally (Lesser)	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF]	TARGET: One called outsider of 6 HD or less; EFFECT: By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice. [SR:No]					
□□□□□	Poison	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF]	TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. [SR:Yes; DC:18, Fortitude negates; see text]					
□□□□□	Rain of Frogs	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (55 ft.)	UM:p.233
[V, S, MDF]	TARGET: One swarm of poisonous frogs; EFFECT: Summon a swarm of poisonous frogs. [SR:No]					
□□□□□	Reincarnate	Transmutation	10 minutes	Instantaneous	Touch	CR:p.331
[V, S, M, DF]	TARGET: Dead creature touched; EFFECT: With this spell, you bring back a dead creature in another body. [SR:Yes (harmless); DC:18, None, see text]					
□□□□□	Repel Vermin	Abjuration [Pain]	1 standard action	130 minutes [D]	10 ft.	CR:p.333
[V, S, DF]	TARGET: 10-ft.-radius emanation centered on you; EFFECT: An invisible barrier holds back vermin. [SR:Yes; DC:18, None or Will negates; see text]					
□□□□□	Restoration	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M]	TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□□	Ride the Waves	Transmutation [Water]	1 standard action	13 hours [D]	Touch	UM:p.235
[V, S]	TARGET: Creature touched; EFFECT: Target can breathe water and swim. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□□	Sands of Time	Necromancy	1 standard action	130 minutes or instantaneous [See text]	Touch	UM:p.236
[V, S]	TARGET: Touched creature or object; EFFECT: Target temporarily ages. [SR:Yes]					
□□□□□	Scrying	Divination (Scrying)	1 hour	13 minutes	See text	CR:p.337
[V, S, MDF, F]	TARGET: Magical sensor; EFFECT: You can observe a creature at any distance. [SR:Yes; DC:18, Will negates]					
□□□□□	Sending	Evocation [WoodSchool]	10 minutes	1 round; see text	See text	CR:p.339
[V, S, MDF]	TARGET: One creature; EFFECT: You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. [SR:No]					
□□□□□	Slowing Mud	Conjuration (Creation)	1 standard action	13 rounds [see text]	Close (55 ft.)	ACG:p.192
[V, S, M]	TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Targets are covered in mud that blinds them and acts like slow. [SR:Yes; DC:18, Fortitude negates]					
□□□□□	Solid Fog	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes	Medium (230 ft.)	CR:p.345
[V, S, M]	TARGET: Fog spreads in 20-ft. radius, 20 ft. high; EFFECT: This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement. [SR:No]					
□□□□□	Spike Stones	Transmutation [Earth]	1 standard action	13 hours [D]	Medium (230 ft.)	CR:p.348
[V, S, DF]	TARGET: 13 20-ft. squares; EFFECT: Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. [SR:Yes; DC:18, Reflex partial]					
□□□□□	Spiritual Ally	Evocation [Force]	1 standard action	13 rounds [D]	Medium (230 ft.)	APG:p.246
[V, S, DF]	TARGET: spiritual ally of force; EFFECT: Creates a divine ally to aid you. [SR:Yes]					
□□□□□	Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (55 ft.)	UM:p.240
[V]	TARGET: One stream of venom; EFFECT: Spit blinding black adder venom. [SR:No; DC:18, Fortitude partial]					
□□□□□	Summon Nature's Ally IV	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 summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. [SR:No]					
□□□□□	Thorn Body	Transmutation	1 standard action	13 rounds	Personal	APG:p.248
[V, S, DF]	TARGET: You; EFFECT: Your attackers take 1d6+13 damage.					
□□□□□	Tongues	Divination [WoodSchool]	1 standard action	130 minutes	Touch	CR:p.360
[V, MDF]	TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:18, Will negates (harmless)]					
□□□□□	Wandering Star Notes	Illusion (Pattern) [Light, Mind-Affecting]	1 standard action	13 rounds	Close (55 ft.)	APG:p.255
[V, S, M]	TARGET: one living creature and special; see text; EFFECT: Outlines subject, produces light. [SR:Yes; DC:18, Will negates; see text]					

LEVEL 5 / Per Day:3 / Caster Level:13

Name	School	Time	Duration	Range	Source
□□□□□ Animal Growth	Transmutation	1 standard action	13 minutes	Medium (230 ft.)	CR:p.240
[V, S]	TARGET: One animal [Gargantuan or smaller]; EFFECT: The target animal grows to twice its normal size and eight times its normal weight. [SR:Yes; DC:19, Fortitude negates]				
□□□□□ Baleful Polymorph	Transmutation (Polymorph)	1 standard action	Permanent	Close (55 ft.)	CR:p.246
[V, S]	TARGET: One creature; EFFECT: As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. [SR:Yes; DC:19, Fortitude negates, Will partial, see text]				
□□□□□ Blight	Necromancy	1 standard action	Instantaneous	Touch	CR:p.250
[V, S, DF]	TARGET: Plant touched; EFFECT: This spell withers a single plant of any size. [SR:Yes; DC:19, Fortitude half; see text]				

* =Domain/Specialty Spell

Shaman Spells

□□□□	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; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [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 damage [SR:Yes (harmless) or yes, see text; DC:19, Will negates (harmless) 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-ft-long vertical lines of lightning; EFFECT: This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage [or 5d10 if created outdoors in a stormy area], and you may call a maximum of 15 bolts. [SR:Yes; DC:19, Reflex half]					
□□□□	Commune	Divination	10 minutes	13 rounds	Personal	CR:p.257
[V, S, M, DF]	TARGET: You; EFFECT: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.					
□□□□	Commune with Nature	Divination	10 minutes	Instantaneous	Personal	CR:p.258
[V, S]	TARGET: You; EFFECT: You become one with nature, attaining knowledge of the surrounding territory.					
□□□□	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 the area surrounding you. [SR:No; DC:19, Fortitude 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; EFFECT: You channel positive energy to cure 1d8+13 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC:19, Will half (harmless) or Will half, see text]					
□□□□	Curse, Major	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. [SR:Yes; DC:19, Will negates]					
□□□□	Dispel Chaos	Abjuration [Lawful]	1 standard action	13 rounds or until discharged, whichever coTouch		CR:p.271
[V, S, DF]	TARGET: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object; EFFECT: Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
□□□□	Dispel Evil	Abjuration [Good]	1 standard action	13 rounds or until discharged, whichever coTouch		CR:p.271
[V, S, DF]	TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
□□□□	Dispel Good	Abjuration [Evil]	1 standard action	13 rounds or until discharged, whichever coTouch		CR:p.272
[V, S, DF]	TARGET: You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object; EFFECT: Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
□□□□	Dispel Law	Abjuration [Chaotic]	1 standard action	13 rounds or until discharged, whichever coTouch		CR:p.272
[V, S, DF]	TARGET: You and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object; EFFECT: Flickering, yellow chaotic energy surrounds you granting a +4 deflection bonus to AC against attacks by lawful creatures and you can choose to drive lawful creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
□□□□	Dominate Person	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 days	Close (55 ft.)	CR:p.274
[V, S]	TARGET: One humanoid; EFFECT: You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. [SR:Yes; DC:19, Will negates]					
□□□□	Feast on Fear	Necromancy (Emotion, Fear, Mind-Affecting)	1 standard action	13 rounds	Close (55 ft.)	ACG:p.181
[V, S]	TARGET: one or more living creatures [see text]; EFFECT: Targets are panicked, and you gain temporary hit points. [SR:yes; DC:19, Fortitude negates]					
□□□□	Flame Strike	Evocation [Fire]	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.283
[V, S, DF]	TARGET: Cylinder 10'; EFFECT: A flame strike evokes a vertical column of divine fire dealing 13d6 points of damage. [SR:Yes; DC:19, Reflex half]					
□□□□	Ghostbane Dirge, Mass	Transmutation	1 standard action	13 rounds	Close (55 ft.)	APG:p.225
[V, S, MDF]	TARGET: 13 incorporeal creatures, no two of which can be more than 30 ft. apart; EFFECT: As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:19, Will negates]					
□□□□	Grove of Respite	Conjuration (Creation)	10 minutes	26 hours [D]	Close (55 ft.)	APG:p.226
[V, S, MDF]	TARGET: 20-ft.-radius grove; EFFECT: Creates trees and a small spring. [SR:No]					
□□□□	Hex Glyph (Greater)	Abjuration	10 minutes	Permanent until discharged [D]	Touch	ACG:p.184
[V, S, M]	TARGET: Object touched or up to 65 sq. ft.; EFFECT: Inscription casts your hex or major hex on those who pass it. [SR:no (object) and yes (see text); DC:19, see text]					
□□□□	Inflict Light Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
[V, S]	TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Negative energy spreads out in all directions from the point of origin, dealing 1d8+13 points of damage to nearby living enemies. [SR:Yes; DC:19, Will half]					
□□□□	Insect Plague	Conjuration (Summoning)	1 round	13 minutes	Long (920 ft.)	CR:p.301
[V, S, DF]	TARGET: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; EFFECT: You summon a number of swarms of wasps. [SR:No]					
□□□□	Overland Flight	Transmutation, AirSchool	1 standard action	13 hours	Personal	CR:p.317
[V, S]	TARGET: You; EFFECT: This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load].					
□□□□	Rest Eternal	Necromancy [Curse]	1 round	permanent	Touch	APG:p.238
[V, S, MDF]	TARGET: one dead creature touched; EFFECT: Dead creature cannot be revived. [SR:No]					
□□□□	Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	130 minutes or until discharged	Touch	CR:p.349
[V, S, M]	TARGET: Creature touched; EFFECT: The warding creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□	Summon Nature's Ally V	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 summon nature's ally I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. [SR:No]					
□□□□	Telekinesis	Transmutation	1 standard action	Concentration [up to 13 rounds] or instantarLong (920 ft.)		CR:p.357
[V, S]	TARGET: Or Targets see text; EFFECT: You move objects or creatures by concentrating on them. [SR:Yes (object); see text; DC:19, Will negates (object) or none; see text; Spell]					
□□□□	True Seeing	Divination	1 standard action	13 minutes	Touch	CR:p.363
[V, S, M]	TARGET: Creature touched; EFFECT: You confer on the subject the ability to see all things as they actually are. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□	Wall of Fire	Evocation, FireSchool [Fire]	1 standard action	Concentration + 13 rounds	Medium (230 ft.)	CR:p.365
[V, S, MDF]	TARGET: Opaque sheet of flame up to 260 ft. long or a ring of fire with a radius of up to 32 ft.; either form 20 ft. high; EFFECT: An immobile, blazing curtain of shimmering violet fire springs into existence. [SR:Yes]					
□□□□	Wall of Thorns	Conjuration (Creation)	1 standard action	130 minutes [D]	Medium (230 ft.)	CR:p.367
[V, S]	TARGET: Wall of thorny brush, up to 13 10-ft. cubes [S]; EFFECT: A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. [SR:No]					

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-ft.-radius emanation, centered on you; EFFECT: You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. [SR:Yes]					
□□□□	Awaken	Transmutation	24 hours	Instantaneous	Touch	CR:p.245
[V, S, M, DF]	TARGET: Animal or tree touched; EFFECT: You awaken 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 which can be more than 30 ft. apart; EFFECT: A banishment spell enables you to force extraplanar creatures out of your home plane. [SR:Yes; DC:20, Will negates]					
□□□□	Bear's Endurance (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.247
[V, S, MDF]	TARGET: One creature/level, no two of which can be more than 30ft. apart; EFFECT: Mass Bear's Endurance works like Bear's Endurance, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
□□□□	Bull's Strength (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.251
[V, S, MDF]	TARGET: 13 creatures, no two of which can be more than 30ft. apart; EFFECT: This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); 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 creates an area of extreme cold, originating at your hand and extending outward in a cone, dealing 13d6 points of cold damage. [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 spell than animate dead, this evil spell allows you to infuse a dead body with negative energy 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 ft. apart; EFFECT: You channel positive energy to cure 2d8+13 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:20, Will half (harmless); see text]					
□□□□	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.-radius burst; EFFECT: This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. [SR:No]					
□□□□	Eagle's Splendor (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.275
[V, S, MDF]	TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like eagle's splendor, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
□□□□	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 of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. [SR:No or yes (harmless); DC:20, None or Will negates (harmless)]					

* =Domain/Specialty Spell

Shaman Spells

Fire Seeds	Conjuration (Creation) [Fire]	1 standard action	130 minutes or until used	Touch	CR:p.282
[V, S, M] TARGET: Up to four acorns or up to eight holly berries; EFFECT: Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command. [SR:No; DC:20, None or Reflex half; see text]					
Flesh to Stone	Transmutation, EarthSchool	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.284
[V, S, M] TARGET: One creature; EFFECT: The subject, along with all its carried gear, turns into a mindless, inert statue. [SR:Yes; DC:20, Fortitude negates]					
Heroism (Greater)	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Touch	CR:p.295
[V, S] TARGET: Creature touched; EFFECT: This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
Inflict Moderate Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Negative energy spreads out in all directions from the point of origin, dealing 2d8+13 points of damage to nearby living enemies. [SR:Yes; DC:20, Will half]					
Owl's Wisdom (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.318
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
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, which cannot be more than 30 ft. apart when they appear; EFFECT: This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. [SR:No]					
Raise Dead	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: You restore life to a deceased creature. [SR:Yes (harmless); DC:20, None, see text]					
Slay Living	Necromancy [Death]	1 standard action	Instantaneous	Touch	CR:p.344
[V, S] TARGET: Living creature touched; EFFECT: You can attempt to slay any one living creature. [SR:Yes; DC:20, Fortitude partial]					
Snake 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 ft. apart; EFFECT: Transforms wood into snakes to fight for you. [SR:Yes (object); DC:20, Will negates (object)]					
Stone to Flesh	Transmutation, EarthSchool	1 standard action	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 diameter and up to 10 ft. long; EFFECT: This spell restores a petrified creature to its normal state, restoring life and goods. [SR:Yes; DC:20, Fortitude negates (object); see text; Spell]					
Summon Nature's Ally VI	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 summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. [SR:No]					
Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; EFFECT: This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:20, See text]					

LEVEL 7 / Per Day:1 / Caster Level:13

Name	School	Time	Duration	Range	Source
Animate Plants	Transmutation	1 standard action	13 rounds or 13 hours; see text	Close (55 ft.)	CR:p.242
[V] TARGET: One Large plant per three caster levels or all plants within range; see text; EFFECT: You imbue inanimate plants with mobility and a semblance of life. [SR:No]					
Cloak of Dreams	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 rounds [D]	5 ft.	APG:p.211
[V, S, M] TARGET: 5-ft.-radius emanation centered on you; EFFECT: Living creatures within 5 ft. fall asleep. [SR:Yes; DC:21, Will negates]					
Control Weather	Transmutation, AirSchool, WaterSchool [Woc]	10 minutes; see text	4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You change the weather in the local area. [SR:No]					
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 massive swarms of biting and stinging insects. [SR:No; DC:21, Fortitude partial, see text]					
Cure Serious 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 ft. apart; EFFECT: You channel positive energy to cure 3d8+13 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:21, Will half (harmless); see text]					
Fairy Ring Retreat	Conjuration (Creation)	1 standard action	26 hours [D]	Close (55 ft.)	ACG:p.181
[V, S, DF] TARGET: extradimensional meadow, up to 39 10-ft. cubes [S]; EFFECT: Toadstool circle leads to an extradimensional meadow. [SR:No; DC:21, none]					
Harm	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; EFFECT: Harm charges a subject with negative energy that deals 130 points of damage. [SR:Yes; DC:21, Will half; see text]					
Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
Ice Body	Transmutation [Cold]	1 standard action	13 minutes [D]	Personal	UM:p.224
[V, S] TARGET: You; EFFECT: Your body becomes living ice.					
Inflict Serious Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.301
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Negative energy spreads out in all directions from the point of origin, dealing 3d8+13 points of damage to nearby living enemies. [SR:Yes; DC:21, Will half]					
Liveoak	Transmutation [WoodSchool]	10 minutes	13 days [D]	Touch	CR:p.305
[V, S] TARGET: Tree touched; EFFECT: This spell turns an oak tree into a protector or guardian. [SR:No]					
Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	CR:p.322
[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: You move yourself or some other creature to another plane of existence or alternate dimension. [SR:Yes; DC:21, Will negates]					
Regenerate	Conjuration (Healing)	3 full rounds	Instantaneous	Touch	CR:p.331
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject's severed body members [fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures], broken bones, and ruined organs grow back [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
Restoration (Greater)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
Scrying (Greater)	Divination (Scrying)	1 standard action	13 hours	See text	CR:p.337
[V, S] TARGET: Magical sensor; EFFECT: This spell functions like scrying, except as noted above. [SR:Yes; DC:21, Will negates]					
Stone Tell	Divination	10 minutes	13 minutes	Personal	CR:p.349
[V, S, DF] TARGET: You; EFFECT: You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them.					
Summon Nature's Ally VII	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 summon nature's ally I, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. [SR:No]					
Sunbeam	Evocation [Light]	1 standard action	13 rounds or until all beams are exhausted	60 ft.	CR:p.354
[V, S, DF] TARGET: Line from your hand; EFFECT: For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. [SR:Yes; DC:21, Reflex negates and Reflex half; see text; Spell]					
Transport via Plants	Conjuration (Teleportation)	1 standard action	1 round	Unlimited	CR:p.361
[V, S] TARGET: You and touched objects or other touched willing creatures; EFFECT: You can enter any normal plant [equal to your size or larger] and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. [SR:No]					
Vision	Divination	1 standard action	See text	Personal	CR:p.365
[V, S, M, F] TARGET: You; EFFECT: This spell functions like legend lore, except that it works more quickly and produces some strain on you.					
Vortex	Evocation, WaterSchool [Water]	1 standard action	13 rounds [D]	Long (920 ft.)	APG:p.254
[V, S, M/DF] TARGET: whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base; EFFECT: Creates a whirlpool in water. [SR:Yes; DC:21, Reflex negates, see text]					
Wind Walk	Transmutation [Air]	1 standard action	13 hours [D]; see text	Touch	CR:p.369
[V, S, DF] TARGET: You and 4 touched creatures; EFFECT: You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. [SR:No and yes (harmless); DC:21, No and Will negates (harmless)]					

* =Domain/Specialty Spell

Innate

At Will Feather Fall (DC:11)

□ Levitate

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: