

Catori "Spirit"

Character Name

Druid (Storm Druid) 13

CLASS

13 (12) 315000 / 445000

Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR	14	16	+3		
DEX	14	16	+3		
CON	14	16	+3		
INT	13		+1		
WIS	21	27	+8		
CHA	8		-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+16	= +8	+3	+5	+0	+0	
REFLEX	+12	= +4	+3	+5	+0	+0	
WILL	+21	= +8	+8	+5	+0	+0	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	0	+	
RANGED	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	0	+	
CMB	+12/+7	=	+9/+4	+	+3	+	+0	+	+6	+		+	

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
	+12/+7	+12/+7	+12/+7	+12/+7	+12	+12
CMD	28	28	28	28	28	28

*Scimitar +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	18-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+13/+8	1d6+4	2W-P-(OH)	+7/+2		1d6+4		
1H-O	+9/+4	1d6+2	2W-P-(OL)	+9/+4		1d6+4		
2H	+13/+8	1d6+5	2W-OH	+3		1d6+2		

*Darkwood Shield +4	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+8/+3		1d4+3			
Special Properties: 10 hp/inch, hardness 5					

Sling				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 1d4+3				
50 ft.		100 ft.	150 ft.	200 ft.		250 ft.		
TH	+12/+7	+10/+5	+8/+3	+6/+1		+4/-1		
Dam	1d4+3	1d4+3	1d4+3	1d4+3		1d4+3		
300 ft.		350 ft.	400 ft.	450 ft.		500 ft.		
TH	+2/-3	+0/-5	-2/-7	-4/-9		-6/-11		
Dam	1d4+3	1d4+3	1d4+3	1d4+3		1d4+3		

*: 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
*Breastplate +1 (Dragonhide/Shadow/Wild)				Medium	+7	+3	-3	25
(Breastplate +1 (Dragonhide)), (Breastplate (Dragonhide)), (Breastplate +3 (Dragonhide)), 10 hp/inch, hardness 10, preserve armor and enhancement bonus while using Wild Shape, +5 competence bonus to Stealth checks								
*Darkwood Shield +4				Heavy	+6		+0	0
10 hp/inch, hardness 5								
*Amulet of Natural Armor +2					+2		+0	0
*Ring of Protection +3					+3		+0	0

Druid Wildshape			
Uses per day			
Duration = 13 Hours			

Robert

Player Name

Human / Humanoid

RACE

20 Female

AGE GENDER

HP	131	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
hit points								Walk 20 ft.	
AC	31	28	16	10	7	6	3	0	2
armor class									
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	
INITIATIVE		+3		+3		+0		MISS CHANCE	
modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		Arcane Spell Failure	
Encumbrance		Light		ARMOR CHECK PENALTY		SPELL RESIST			

Deity

Mwangi Expanse

Region

Neutral Good

Alignment

Medium / 5 ft. x

5 ft.

5' 8" / 125 lbs.

Normal

SIZE / FACE

HEIGHT / WEIGHT

VISION

green

black, long

EYES

HAIR

Points



TOTAL SKILLPOINTS: 78		SKILLS		MAX RANKS: 13/13	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	= 3	+ -3	
✓ Acrobatics (Jump)	DEX	-4	= 3	+ -7	
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	-1	= -1		
✓ Climb	STR	4	= 3	+ 1	
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	-1	= -1		
✓ Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	0	= 3	+ -3	
✓ Fly	DEX	8	= 3	+ 5	
✓ Handle Animal	CHA	7	= -1	+ 5	+ 3
✓ Heal	WIS	15	= 8	+ 4	+ 3
✓ Intimidate	CHA	-1	= -1		
✓ Knowledge (Geography)	INT	5	= 1	+ 1	+ 3
✓ Knowledge (Nature)	INT	19	= 1	+ 13	+ 5
✓ Linguistics(Aquan, Auran, Draconic, Ignan, Terran)	INT	6	= 1	+ 5	
✓ Perception	WIS	24	= 8	+ 13	+ 3
✓ Perform (Untrained)	CHA	-1	= -1		
✓ Profession (Herbalist)	WIS	12	= 8	+ 1	+ 3
✓ Ride	DEX	4	= 3	+ 1	
✓ Sense Motive	WIS	8	= 8		
✓ Spellcraft	INT	16	= 1	+ 12	+ 3
✓ Stealth	DEX	26	= 3	+ 13	+ 10
✓ Survival	WIS	23	= 8	+ 10	+ 5
			= +	+	
			= +	+	

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

Lightning Arc			
Uses per Day			
Lightning Arc (Sp):As a standard action you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6+6 points of electricity damage. You can use this ability 11 times per day. [Paizo Inc. - Core Rulebook, p.41]			

Lightning Lord			
Uses per Day			
Lightning Lord (Sp):You can call down 13 bolts of lightning per day. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as Call Lightning. [Paizo Inc. - Core Rulebook, p.48]			

Storm Burst			
Uses per Day			
Storm Burst (Sp):As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+6 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability 11 times per day [Paizo Inc. - Core Rulebook, p.48]			

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Natural Armor +2	Equipped	1	0 / 8,000	
Shifter's Headband (WIS) +6	Equipped	1	0 / 39,000	
Scimitar +1	Equipped	1	4 / 2,315	
Ring of Freedom of Movement	Equipped	1	0 / 40,000	
This gold ring allows the wearer to act as if continually under the effect of a Freedom of Movement spell.				
Ring of Protection +3	Equipped	1	0 / 18,000	
Outfit (Cold-Weather)	Equipped	1	7 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Druid's Vestment	Equipped	1	0 / 3,750	
Belt of Physical Perfection +2	Equipped	1	1 / 16,000	
Dragonfly Wings Cloak of Resistance +5	Equipped	1	1 / 25,000	
(Cloak of Resistance +5)				
Breastplate +1 (Dragonhide/Shadow/Wild)	Equipped	1	30 / 20,450	
(Breastplate +1 (Dragonhide)), (Breastplate (Dragonhide)), (Breastplate +3 (Dragonhide)), 10 hp/inch, hardness 10, preserve armor and enhancement bonus while using Wild Shape, +5 competence bonus to Stealth checks				
Darkwood Shield +4	Equipped	1	5 / 16,257	
10 hp/inch, hardness 5				
Backpack, Masterwork	Equipped	1	4 / 50	
9 lbs., 1 Survival Kit (Masterwork), 1 Healer's Kit, 1 Kreekkruid (Bokken), 1 Dryad Earrings, 1 Calathgar stuff x6, 1 Blanket (Winter)				
Survival Kit (Masterwork)	Backpack, Masterwork	1	5 / 50	
Healer's Kit	Backpack, Masterwork	1	1 / 50	
□□□□□ □□□□□				
Kreekkruid (Bokken)	Backpack, Masterwork	1	0 / 0	
Dryad Earrings	Backpack, Masterwork	1	0 / 0	
Gift from Tiressia				
Calathgar stuff x6	Backpack, Masterwork	1	0 / 0	
(Tindertwig)				
Blanket (Winter)	Backpack, Masterwork	1	3 / 0.5	
Bullet (Sling)	Equipped	4	0.5 (2) / 0 (0)	
□□□□				
Scroll Box	Equipped	1	1 / 5	
Bag of Holding (Type I)	Equipped	1	15 / 2,500	
Sling	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		79 lbs.	191,427.5gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

Languages	
Aquan, Auran, Common, Draconic, Druidic, Ignan, Sylvan, Terran	

Archetypes	
Storm Druid	[Paizo Inc. - Ultimate Magic, p.40]
While most druids focus their attention upon the rich earth and the bounty of nature that springs forth from it, the storm druid's eyes have ever been cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.	

Traits	
Magical Lineage (Flame Strike)	[Paizo Inc. - Advanced Player's Guide, p.329]
One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two--and you have inherited a fragment of this greatness. When you apply metamagic feats to Flame Strike, treat its actual level as 1 lower for determining the spell's final adjusted level.	
Wisdom in the Flesh (Irori) - Dexterity (Stealth)	[Paizo Inc. - Advanced Player's Guide, p.333]
Your hours of meditation on inner perfection and the nature of strength and speed allows you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select any Dexterity-based skill. You make checks with that skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.	

Special Attacks	
Lightning Arc (Sp)	[Paizo Inc. - Core Rulebook, p.41]
As a standard action you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6+6 points of electricity damage. You can use this ability 11 times per day.	
Storm Burst (Sp)	[Paizo Inc. - Core Rulebook, p.48]
As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+6 points of nonlethal damage.	

In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability 11 times per day

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Air	[Paizo Inc. - Core Rulebook, p.41]
You can manipulate lightning, mist, and wind, traffic with air creatures, and are resistant to electricity damage.	
Druid Domain (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
You may not choose an animal companion. You must choose the Air or Weather domain, or the Cloud, Storm, or Wind subdomain.	
Eyes of the Storm (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
You can see through 20 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant.	
Immunity to Deafness (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to deafness effects.	
Lightning Lord (Sp)	[Paizo Inc. - Core Rulebook, p.48]
You can call down 13 bolts of lightning per day. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as Call Lightning.	
Nature Bond (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
You may not choose an animal companion. You must choose the Air or Weather domain, or the Cloud, Storm, or Wind subdomain.	
Nature Sense (Ex)	[Paizo Inc. - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
Orisons	[Paizo Inc. - Core Rulebook, p.49]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Ragario	[Paizo Inc. - Inner Sea World Guide, p.289]
You cast spells from the evocation school at +1 caster level. Additionally, you gain dancing lights as a spell-like ability usable 3/day.	
Resistance to Electricity (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 20 points of Electricity damage each time you take electricity damage.	
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.	
Spontaneous Domain Casting	[Paizo Inc. - Ultimate Magic, p.40]
You can channel stored spell energy into domain spells that you have not prepared ahead of time. You can "lose" a prepared spell in order to cast any domain spell of the same level or lower.	
Storm Lord (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
You are unaffected by natural and magical wind effects. You also become immune to deafness and gain +2 bonus on saving throws against sonic effects.	
Stormvoice (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
Your voice can magically carry over howling winds and peals of thunder. Whenever a Perception check is needed to hear your voice, the DC is reduced by 13.	
Wild Empathy (Ex)	[Paizo Inc. - Core Rulebook, p.50/64]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+12 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	
Wild Shape (Su)	[Paizo Inc. - Core Rulebook, p.51]
You can change shape 6 times / day for up to 13 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body	

IV can assume the form of a Tiny or Large ooze as if using beast shape IV (treating the ooze as if it were a magical beast without a natural armor bonus).

Windlord	[Paizo Inc. - Ultimate Magic, p.40]
You can select another domain or subdomain from those available to you through your nature bond.	
Windwalker (Ex)	[Paizo Inc. - Ultimate Magic, p.40]
The penalties from natural or magical wind effects (see page 439 of the Core Rulebook) are treated as one step less severe for you.	


Feats	
Dazing Spell	[Paizo Inc. - Advanced Player's Guide, p.157]
You can daze creatures with the power of your spells.	
You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.	
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.	
Greater Spell Focus (Evocation)	[Paizo Inc. - Core Rulebook, p.125]
Any spells you cast from your chosen school of magic are very hard to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.	
Natural Spell	[Paizo Inc. - Core Rulebook, p.131]
You can cast spells even while in a form that cannot normally cast spells.	
You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.	
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.	
Spell Focus (Evocation)	[Paizo Inc. - Core Rulebook, p.134]
Any spells you cast of your chosen school of magic are more difficult to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Spell Penetration	[Paizo Inc. - Core Rulebook, p.134]
Your spells break through spell resistance more easily than most.	
You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.	
Varisian Tattoo	[Paizo Inc. - Inner Sea World Guide, p.289]
You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. Gain a cantrip as a spell-like ability.	
You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. You potency in spells from a chosen school increases, and you gain a spell-like ability.	

Domains	
Air	You can manipulate lightning, mist, and wind, traffic with air creatures, and are resistant to electricity damage.
Weather	With power over storm and sky, you can call down the wrath of the gods upon the world below.

Proficiencies	
Club, Dagger, Dart, Grapple, Quarterstaff, Scimitar, Scythe, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike	

Templates	
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Innate Racial Spells

Name	School	Time	Duration	Range	Source
 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]					
* =Domain/Specialty Spell					


Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Freedom of Movement	Abjuration	1 standard action	70 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. [SR:Yes (harmless); DC:10, Will negates (harmless)]					
* =Domain/Specialty Spell					


















Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	6+1	6+1	6+1	4+1	3+1	2+1	—	—
Concentration	+21									

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

Name	School	Time	Duration	Range	Source
 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]					
 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]					
 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]					
 Flare (CL:14)	Evocation [Light]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:20, Fortitude negates] ; CONCENTRATION:+22					
 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:18, Will negates (harmless)]					
 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.					
 Light (CL:14)	Evocation [Light, WoodSchool]	1 standard action	140 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] ; CONCENTRATION:+22					
 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:18, Will negates (harmless, object)]					
 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:18, Will negates (object)]					
 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.					
 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:18, Will negates (harmless)]					
 Spark (CL:14)	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (60 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:20, Fortitude negates (object)] ; CONCENTRATION:+22					
 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:18, Will negates (harmless)]					
 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:6+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
 Air Bubble	Conjuration (Creation)	1 standard action	13 minutes	Touch	UC:p.222
[S, M/DF (a small bladder filled with air)] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
 Alter Winds	Transmutation, AirSchool [Air, WoodSchool]	1 minute	13 hours	Touch	APG:p.201
[V, S] TARGET: immobile 10-ft.-radius emanation; EFFECT: Increase/decrease strength of natural winds. [SR:Yes; DC:19, Will negates]					
 Ant Haul	Transmutation	1 standard action	26 hours	Touch	APG:p.202
[V, S, M/DF (a small pulley)] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
 Aspect of the Falcon	Transmutation (Polymorph)	1 standard action	13 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; EFFECT: Gives bonuses on Perception checks and ranged attacks.					
 Bristle	Transmutation	1 standard action	13 minutes	Touch	APG:p.207
[V, S, DF] TARGET: one creature; EFFECT: Trade natural armor bonus for a bonus on attacks with natural weapons. [SR:Yes; DC:19, Fortitude negates (harmless)]					
 Call Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 hours [D]	see description	APG:p.209
[V, S, DF] TARGET: one animal whose CR is equal or less than 13; EFFECT: Makes an animal come to you. [SR:None]					
 Calm Animals	Enchantment (Compulsion) [Mind-Affecting, If]	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:19, Will negates]					
 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:19, Will negates]					
 Cloak of Shade	Abjuration	1 standard action	13 hours [D]	Touch	APG:p.211
[V, S, M (a leaf from a shade tree)] TARGET: one creature per level; EFFECT: Reduces effects of sun exposure and heat. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
 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:19, Will half (harmless); see text]					
 Damp Powder	Transmutation	1 standard action	instantaneous	Close (55 ft.)	UC:p.226
[V, S, M/DF (a damp piece of cotton)] TARGET: 1 loaded firearm; EFFECT: Ruins ammunition loaded in the targeted firearm. [SR:Yes (object); DC:19, Will negates (object)]					
 Deadeye's Lore	Divination	1 round	13 hours	Personal	UC:p.227
[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed while tracking.					
 Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:19, Fortitude negates (object)]					
 Detect Aberration	Divination	1 standard action	concentration, up to 130 minutes [D]	Long (920 ft.)	APG:p.215
[V, S] TARGET: cone-shaped emanation; EFFECT: Reveals presence of aberrations. [SR:No]					
 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]					
 Detect Snares and Pits	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. [SR:No]					
 Diagnose Disease	Divination	1 standard action	Instantaneous	Close (55 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]					
* =Domain/Specialty Spell					

Druid Spells						
<div><div></div><div></div><div></div><div></div></div> Endure Elements	Abjuration	1 standard action	24 hours	Touch		CR:p.277
[V, S] TARGET: Creature touched; <i>EFFECT</i> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> 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; <i>EFFECT</i> : 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:19, Reflex partial; see text]						
<div><div></div><div></div><div></div><div></div></div> Expeditions Excavation	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Close (55 ft.)		APG:p.220
[V, S, M (tiny shovel)] TARGET: dirt in a 5-ft. cube; <i>EFFECT</i> : Moves 5-ft. cubes of earth. [SR:No; DC:19, see text]						
<div><div></div><div></div><div></div><div></div></div> Faerie Fire (CL:14)	Evocation [Light]	1 standard action	14 minutes [D]	Long (960 ft.)		CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; <i>EFFECT</i> : A pale glow surrounds and outlines the subjects who shed light as candles. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
<div><div></div><div></div><div></div><div></div></div> Feather Step	Transmutation	1 standard action	130 minutes	Close (55 ft.)		APG:p.221
[V, S] TARGET: one creature; <i>EFFECT</i> : Ignore movement penalty in difficult terrain. [SR:Yes; DC:19, Fortitude negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Flare Burst (CL:14)	Evocation (Light)	1 standard action	Instantaneous	Close (60 ft.)		APG:p.223
[V] TARGET: 10-ft.-radius burst of light; <i>EFFECT</i> : This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:21, Fortitude negates] ; <i>CONCENTRATION</i> :+22						
<div><div></div><div></div><div></div><div></div></div> Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch		UM:p.221
[V, S] TARGET: Up to 13 creatures touched; <i>EFFECT</i> : Target takes 1d6+13 nonlethal cold damage and is fatigued. [SR:Yes]						
<div><div></div><div></div><div></div><div></div></div> Goodberry	Transmutation	1 standard action	13 days	Touch		CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; <i>EFFECT</i> : Casting goodberry makes 2d4 freshly picked berries magical. [SR:Yes]						
<div><div></div><div></div><div></div><div></div></div> Hide from Animals	Abjuration	1 standard action	130 minutes [D]	Touch		CR:p.296
[S, DF] TARGET: 13 creatures touched; <i>EFFECT</i> : Animals cannot sense the warded creatures. [SR:Yes; DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Hydraulic Push (CL:14)	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (60 ft.)		APG:p.228
[V, S] TARGET: one creature or object; <i>EFFECT</i> : Wave of water bull rushes an enemy. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
<div><div></div><div></div><div></div><div></div></div> Jump	Transmutation	1 standard action	13 minutes [D]	Touch		CR:p.303
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. [SR:Yes; DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Keen Senses	Transmutation	1 standard action	13 minutes [D]	Touch		APG:p.230
[V, MDF (a hawk's feather)] TARGET: creature touched; <i>EFFECT</i> : Subject gains +2 Perception, low-light vision. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Liberating Command	Transmutation	1 immediate action	instantaneous	Close (55 ft.)		UC:p.233
[V] TARGET: one creature; <i>EFFECT</i> : Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Longstrider	Transmutation	1 standard action	13 hours [D]	Personal		CR:p.305
[V, S, M] TARGET: You; <i>EFFECT</i> : This spell gives you a +10 foot enhancement bonus to your base speed.						
<div><div></div><div></div><div></div><div></div></div> Magic Fang	Transmutation	1 standard action	13 minutes	Touch		CR:p.308
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch		CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : 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:19, Will negates (harmless, object)]						
<div><div></div><div></div><div></div><div></div></div> Negate Aroma	Transmutation	1 standard action	13 hours [D]	Close (55 ft.)		APG:p.234
[V, S, MDF (a pinch of alum)] TARGET: 13 creatures or objects touched; <i>EFFECT</i> : Subject cannot be tracked by scent. [SR:Yes; DC:19, Fortitude negates]						
<div><div></div><div></div><div></div><div></div></div> *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; <i>EFFECT</i> : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]						
<div><div></div><div></div><div></div><div></div></div> *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; <i>EFFECT</i> : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]						
<div><div></div><div></div><div></div><div></div></div> *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; <i>EFFECT</i> : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]						
<div><div></div><div></div><div></div><div></div></div> Pass without Trace	Transmutation	1 standard action	13 hours [D]	Touch		CR:p.318
[V, S, DF] TARGET: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Produce Flame (CL:14)	Evocation [Fire]	1 standard action	14 minutes [D]	0 ft.		CR:p.326
[V, S] TARGET: Flame in your palm; <i>EFFECT</i> : Flames as bright as a torch appear in your open hand. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
<div><div></div><div></div><div></div><div></div></div> Ray of Sickening	Necromancy	1 standard action	13 minutes	Close (55 ft.)		UM:p.234
[V, S, M] TARGET: Ray; <i>EFFECT</i> : Ray makes the subject sickened. [SR:Yes; DC:19, Fortitude partial; see text]						
<div><div></div><div></div><div></div><div></div></div> Remove Sickness	Conjuration (Healing)	1 standard action	130 minutes; see text	Close (55 ft.)		UM:p.234
[V, S] TARGET: One creature; <i>EFFECT</i> : Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch		UM:p.235
[V, S] TARGET: Corpse touched; <i>EFFECT</i> : Skeletal corpse grows flesh. [SR:No]						
<div><div></div><div></div><div></div><div></div></div> Shillelagh	Transmutation	1 standard action	13 minutes	Touch		CR:p.342
[V, S, DF] TARGET: One touched nonmagical oak club or quarterstaff; <i>EFFECT</i> : Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. [SR:Yes (object); DC:19, Will negates (object)]						
<div><div></div><div></div><div></div><div></div></div> Speak with Animals	Divination	1 standard action	13 minutes	Personal		CR:p.346
[V, S] TARGET: You; <i>EFFECT</i> : You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.						
<div><div></div><div></div><div></div><div></div></div> Stone Fist	Transmutation, EarthSchool [Earth]	1 standard action	13 minutes [D]	Personal		APG:p.247
[V, S, M (a chip of granite)] TARGET: You; <i>EFFECT</i> : Your unarmed strikes are lethal.						
<div><div></div><div></div><div></div><div></div></div> Summon Minor Ally	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)		UM:p.241
[V, S, DF] TARGET: 1d3 summoned creatures; <i>EFFECT</i> : Summon 1d3 Tiny animals. [SR:No]						
<div><div></div><div></div><div></div><div></div></div> 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; <i>EFFECT</i> : 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]						
<div><div></div><div></div><div></div><div></div></div> Touch of the Sea	Transmutation, WaterSchool	1 standard action	13 minutes	Touch		APG:p.250
[V, S, M (a fish scale)] TARGET: creature touched; <i>EFFECT</i> : Swim speed becomes 30 ft. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Weaken Powder	Transmutation	1 standard action	instantaneous	Close (55 ft.)		UC:p.249
[V, S, MDF (an empty paper cartridge)] TARGET: 1 loaded firearm; <i>EFFECT</i> : Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls. [SR:Yes (object); DC:19, Will negates (object)]						
LEVEL 2 / Per Day:6+1 / Caster Level:13						
Name	School	Time	Duration	Range		Source
<div><div></div><div></div><div></div><div></div></div> Accelerate Poison	Transmutation, WaterSchool [Poison]	1 standard action	Instantaneous	Touch		APG:p.201
[V, S, M (a thorn)] TARGET: creature touched; <i>EFFECT</i> : Hastens targeted poison's onset [SR:Yes; DC:20, Fortitude negates]						
<div><div></div><div></div><div></div><div></div></div> Animal Aspect	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal		UC:p.222
[V, S, MDF (a part of the animal)] TARGET: You; <i>EFFECT</i> : You gain some of the beneficial qualities of an animal. [SR:Yes (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (55 ft.)		CR:p.241
[V, S, M] TARGET: One Tiny animal; <i>EFFECT</i> : You compel a Tiny animal to go to a spot you designate. [SR:Yes; DC:20, None; see text]						
<div><div></div><div></div><div></div><div></div></div> Animal Trance	Enchantment (Compulsion) [Mind-Affecting, 1	standard action	Concentration	Close (55 ft.)		CR:p.241
[V, S] TARGET: Animals or magical beasts with Intelligence 1 or 2; <i>EFFECT</i> : Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. [SR:Yes; DC:20, Will negates]						
<div><div></div><div></div><div></div><div></div></div> Ant Haul (Communal)	Transmutation	1 standard action	26 hours	Touch		UC:p.223
[V, S, MDF (a small pulley)] TARGET: creatures touched; <i>EFFECT</i> : As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Aspect of the Bear	Transmutation (Polymorph)	1 standard action	13 minutes	Personal		APG:p.203
[V, S, DF] TARGET: You; <i>EFFECT</i> : +2 AC and combat maneuver rolls.						
<div><div></div><div></div><div></div><div></div></div> Barkskin	Transmutation	1 standard action	130 minutes	Touch		CR:p.246
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Barkskin toughens a creature's skin granting a +5 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Bear's Endurance	Transmutation	1 standard action	13 minutes	Touch		CR:p.246
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:20, Will negates (harmless)]						
<div><div></div><div></div><div></div><div></div></div> Bull's Strength	Transmutation	1 standard action	13 minutes	Touch		CR:p.251
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
* =Domain/Specialty Spell						

Druid Spells

■■■■	Burning Gaze (CL:14)	Evocation, FireSchool [Fire]	1 standard action	14 rounds	Personal	APG:p.208
[V, S, M/DF (eye of a mundane salamander)] TARGET: You; <i>EFFECT</i> : Inflict 1d6 fire damage to creature. [SR:Yes; DC:22, Fortitude negates (see text)] ; <i>CONCENTRATION</i> :+22						
■■■■	Campfire Wall (CL:14)	Evocation, FireSchool [Fire, Light]	1 standard action	28 hours; see below [D]	Close (60 ft.)	APG:p.210
[V, S, M/DF (ash made from burnt thorns)] TARGET: 20-ft.-radius sphere centered on fire source; <i>EFFECT</i> : Creates a shelter around a campfire. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
■■■■	Cat's Grace	Transmutation [WoodSchool]	1 standard action	13 minutes	Touch	CR:p.252
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity. [SR:Yes; DC:20, Will negates (harmless)]						
■■■■	Certain Grip	Transmutation	1 standard action	130 minutes [D]	Touch	UC:p.225
[V, S, M/DF (a tiny ball of tar)] TARGET: creature touched; <i>EFFECT</i> : The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
■■■■	Chill Metal	Transmutation [Cold, MetalSchool]	1 standard action	7 rounds	Close (55 ft.)	CR:p.254
[V, S, DF] TARGET: Metal equipment of 6 creatures, no two of which can be more than 30 ft. apart; or 325 lbs. of metal, none of which can be more than 30 ft. away from any of the rest; <i>EFFECT</i> : Chill metal makes metal extremely cold. [SR:Yes (object); DC:20, Will negates (object)]						
■■■■	Delay Poison	Conjuration (Healing)	1 standard action	13 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]						
■■■■	Eagle Eye	Divination	1 minute	13 minutes [D]	Long (920 ft.)	APG:p.217
[V, S, DF] TARGET: magical sensor; <i>EFFECT</i> : Creates a magical sensor high above you. [SR:No]						
■■■■	Elemental Speech	Divination, AirSchool, EarthSchool, FireSchool	1 standard action	13 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; <i>EFFECT</i> : Enables you to speak to elementals and some creatures.						
■■■■	Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; <i>EFFECT</i> : As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
■■■■	Feast of Ashes	Transmutation [Curse]	1 standard action	26 days [D]	Close (55 ft.)	APG:p.220
[V, S, M (a pinch of ash)] TARGET: one creature; <i>EFFECT</i> : A target starves with an insatiable hunger. [SR:Yes; DC:20, Fortitude negates]						
■■■■	Fire Trap	Abjuration, FireSchool [Fire]	10 minutes	Permanent until discharged [D]	Touch	CR:p.282
[V, S, M] TARGET: Object touched; <i>EFFECT</i> : Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. [SR:Yes; DC:20, Reflex half; see text]						
■■■■	Flame Blade (CL:14)	Evocation [Fire]	1 standard action	14 minutes [D]	0 ft.	CR:p.283
[V, S, DF] TARGET: Sword-like beam; <i>EFFECT</i> : A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
■■■■	Flaming Sphere (CL:14)	Evocation, FireSchool [Fire]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; <i>EFFECT</i> : A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:22, Reflex negates] ; <i>CONCENTRATION</i> :+22						
■■■■	*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; <i>EFFECT</i> : A bank of fog billows out from the point you designate. [SR:No]						
■■■■	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; <i>EFFECT</i> : A bank of fog billows out from the point you designate. [SR:No]						
■■■■	Forest Friend	Abjuration	1 round	13 minutes	Close (55 ft.)	UC:p.230
[V, S, M (a pinch of manure)] TARGET: one willing living creature per three levels, no two of which may be more than 30 ft. apart.; <i>EFFECT</i> : Plants in a forested area become helpful instead of hindering you and your allies. [SR:No]						
■■■■	Frigid Touch (CL:14)	Evocation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target takes 4d6 cold damage and is staggered. [SR:Yes] ; <i>CONCENTRATION</i> :+22						
■■■■	Frost Fall (CL:14)	Evocation [Cold]	1 standard action	7 rounds	Close (60 ft.)	UC:p.230
[V, S] TARGET: 5-foot radius burst; <i>EFFECT</i> : The area is covered in a chilling frost. [SR:Yes; DC:22, Fortitude partial] ; <i>CONCENTRATION</i> :+22						
■■■■	Glide	Transmutation, AirSchool	1 standard action	until landing or 13 minutes [D]	Personal	APG:p.225
[V, S, M/DF (a leaf)] TARGET: You; <i>EFFECT</i> : You take no falling damage, move 60 ft./round while falling.						
■■■■	Gust of Wind (CL:14)	Evocation, AirSchool [Air]	1 standard action	1 round	60 ft.	CR:p.293
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; <i>EFFECT</i> : This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path. [SR:Yes; DC:22, Fortitude negates] ; <i>CONCENTRATION</i> :+22						
■■■■	Heat Metal	Transmutation [Fire, MetalSchool]	1 standard action	7 rounds	Close (55 ft.)	CR:p.294
[V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 325 lbs. of metal, all of which must be within a 30-ft. circle; <i>EFFECT</i> : Heat metal causes metal objects to become red-hot. [SR:Yes (object); DC:20, Will negates (object)]						
■■■■	Hold Animal	Enchantment (Compulsion) [Mind-Affecting]		13 rounds [D]; see text		CR:p.296
[V, S] TARGET: One animal; <i>EFFECT</i> : This spell functions like hold person, except that it affects an animal instead of a humanoid. [SR:Yes; DC:20, Will negates; see text]						
■■■■	Lockjaw	Transmutation	1 standard action	13 rounds	Touch	APG:p.232
[V, S, M (sticky tree gum)] TARGET: creature touched; <i>EFFECT</i> : Gives creature grab ability with a natural attack. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]						
■■■■	Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched; <i>EFFECT</i> : Make a normal item into a masterwork one. [SR:No]						
■■■■	Natural Rhythm	Transmutation	1 standard action	13 rounds	Touch	APG:p.233
[V, S, M (a handful of pebbles dropped one by one onto the ground)] TARGET: creature touched; <i>EFFECT</i> : +1 on damage rolls with each hit 5. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
■■■■	Owl's Wisdom	Transmutation	1 standard action	13 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:20, Will negates (harmless)]						
■■■■	Pernicious Poison	Necromancy [Poison]	1 standard action	130 minutes	Touch	UM:p.231
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Target takes a -4 penalty against poison. [SR:Yes]						
■■■■	Pox Pustules	Necromancy [Disease]	1 standard action	13 minutes	Close (55 ft.)	APG:p.236
[V, S, M (leaves from a toxic plant)] TARGET: one creature; <i>EFFECT</i> : Subject is sickened and has -4 Dex. [SR:Yes; DC:20, Fortitude negates]						
■■■■	Reduce Animal	Transmutation	1 standard action	13 hours [D]	Touch	CR:p.330
[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; <i>EFFECT</i> : This spell functions like reduce person, except that it affects a single willing animal. [SR:No]						
■■■■	Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	130 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]						
■■■■	Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; <i>EFFECT</i> : 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:20, Will negates (harmless)]						
■■■■	Scent Trail	Transmutation	1 standard action	13 hours	Close (55 ft.)	APG:p.241
[V, S, M (a queen ant)] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to follow. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]						
■■■■	Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; <i>EFFECT</i> : Subject understands chosen language. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
■■■■	Slipstream	Conjuration, WaterSchool (Creation) [Water]	1 standard action	130 minutes [D]	Touch	APG:p.244
[V, S, M/DF (a few drops of oil and water)] TARGET: creature touched; <i>EFFECT</i> : Wave boosts creature's speed. [SR:No; DC:20, Reflex negates (harmless)]						
■■■■	Soften Earth and Stone	Transmutation [Earth]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.345
[V, S, DF] TARGET: 13 10-ft. squares; see text; <i>EFFECT</i> : When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. [SR:No]						
■■■■	Spider Climb	Transmutation	1 standard action	130 minutes	Touch	CR:p.347
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
■■■■	Stone Call	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.247
[V, S, DF] TARGET: cylinder 40; <i>EFFECT</i> : 2d6 damage to all creatures in area. [SR:No]						
■■■■	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; <i>EFFECT</i> : 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, M/DF] TARGET: One swarm of bats, rats, or spiders; <i>EFFECT</i> : You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]						
■■■■	Tar Ball	Transmutation	1 standard action	Instantaneous	Close (55 ft.)	UM:p.243
[V, S, M] TARGET: Ranged attack; <i>EFFECT</i> : Burning tar harms target and penalizes its Dex. [SR:No]						
■■■■	Tree Shape	Transmutation [WoodSchool]	1 standard action	13 hours [D]	Personal	CR:p.362
[V, S, DF] TARGET: You; <i>EFFECT</i> : 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.						
* =Domain/Specialty Spell						

Druid Spells					
<div> <div></div> <div></div> <div></div> <div></div> </div> Unshakable Chill	Necromancy [Cold]	1 standard action	130 minutes; see text	Close (55 ft.)	UM:p.246
[V, S, M] TARGET: One creature; <i>EFFECT</i> : Target is afflicted with severe cold. [SR:Yes; DC:20, Fortitude negates (see text)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> 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; <i>EFFECT</i> : You cause wood to bend and warp, permanently destroying its straightness, form, and strength. [SR:Yes (object); DC:20, Will negates (object)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Wartrain Mount	Enchantment (Compulsion) [Mind-Affecting]	1 minute	13 hours	Close (55 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; <i>EFFECT</i> : Animal gains combat training. [SR:Yes]					
<div> <div></div> <div></div> <div></div> <div></div> </div> 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; <i>EFFECT</i> : Create a comfortable shelter made of webbing. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Wilderness Soldiers	Transmutation	1 standard action	13 rounds	30ft.	UC:p.249
[V, S] TARGET: 30-ft.-radius emanation, centered on you; <i>EFFECT</i> : Nearby plants aid you in combat. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> **Wind Wall (CL:14)	Evocation, AirSchool [Air, WoodSchool]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.370
[V, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invisible vertical curtain of wind appears. [SR:Yes; DC:22, None; see text] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> Wind Wall (CL:14)	Evocation, AirSchool [Air, WoodSchool]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.370
[V, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invisible vertical curtain of wind appears. [SR:Yes; DC:22, None; see text] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> 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.; <i>EFFECT</i> : Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. [SR:Yes (object); DC:20, Will negates (object)]					
LEVEL 3 / Per Day:6+1 / Caster Level:13					
Name	School	Time	Duration	Range	Source
<div> <div></div> <div></div> <div></div> <div></div> </div> Animal Aspect (Greater)	Transmutation (Polymorph)				UC:p.223
TARGET: ; <i>EFFECT</i> : As animal aspect, but you gain two animal qualities.					
<div> <div></div> <div></div> <div></div> <div></div> </div> Anthropomorphic Animal	Transmutation (Polymorph)	1 standard action	13 hours	Touch	UM:p.206
[V, S, M] TARGET: Animal touched; <i>EFFECT</i> : Animal becomes bipedal. [SR:Yes; DC:21, Fortitude negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Aqueous Orb	Conjuration, WaterSchool [Creation] [Water]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.202
[V, S, M (a drop of water and a glass bead)] TARGET: 10-ft.-diameter sphere; <i>EFFECT</i> : Creates rolling sphere of water. [SR:No; DC:21, Reflex negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Ash Storm	Conjuration (Creation) [Fire]	1 standard action	13 rounds	Long (920 ft.)	UM:p.207
[V, S, MDF] TARGET: Cylinder 40; <i>EFFECT</i> : Hamper vision and movement. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Badger's Ferocity	Transmutation	1 standard action	Concentration	Close (55 ft.)	UM:p.207
[V, S] TARGET: 4 weapons; <i>EFFECT</i> : Weapons are keen while you concentrate. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Burrow	Transmutation	1 standard action	13 minutes	Touch	UM:p.210
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target gains a burrow speed of 15. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Burst of Nettles	Conjuration [Acid]	1 standard action	Instantaneous	Close (55 ft.)	UM:p.210
[V, S] TARGET: 10-ft.-radius burst; <i>EFFECT</i> : Burst deals 3d6 damage and 1d6 acid. [SR:Yes; DC:21, Reflex half]					
<div> <div></div> <div></div> <div></div> <div></div> </div> **Call Lightning (CL:14)	Evocation [Electricity]	1 round	14 minutes	Medium (240 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; <i>EFFECT</i> : 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:23, Reflex half] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> Call Lightning (CL:14)	Evocation [Electricity]	1 round	14 minutes	Medium (240 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; <i>EFFECT</i> : 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:23, Reflex half] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> Cloak of Winds	Abjuration, AirSchool [Air, WoodSchool]	1 standard action	13 minutes	Close (55 ft.)	APG:p.211
[V, S] TARGET: one living creature; <i>EFFECT</i> : Creates screen of strong wind around you. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> 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; <i>EFFECT</i> : This spell allows you some degree of control over one or more plant creatures. [SR:Yes; DC:21, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Companion Mind Link	Enchantment (Charm) [Mind-Affecting]	1 standard action	13 minutes	Close (55 ft.)	UC:p.226
[V, S] TARGET: Your animal companion; <i>EFFECT</i> : You can talk with your animal companion, and can handle it with supernatural ease.					
<div> <div></div> <div></div> <div></div> <div></div> </div> Create Treasure Map	Divination	1 hour	Instantaneous	Touch	APG:p.214
[V, S, M (powdered metal and rare inks worth 100 gp)] TARGET: one dead creature; <i>EFFECT</i> : Creates treasure map out of a creature's corpse. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Cup of Dust	Transmutation [Curse]	1 standard action	13 days [D]	Close (55 ft.)	APG:p.214
[V, S, M (a pinch of dust)] TARGET: one creature; <i>EFFECT</i> : Causes a creature to become dehydrated. [SR:Yes; DC:21, Fortitude negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : 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:21, Will half (harmless) or Will half; see text]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Daylight (CL:14)	Evocation [Light]	1 standard action	140 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; <i>EFFECT</i> : You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> Delay Poison (Communal)	Conjuration (Healing)	1 standard action	13 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants	Transmutation	1 standard action	Instantaneous	See text	CR:p.270
[V, S, DF] TARGET: Or Area see text; <i>EFFECT</i> : This spell has two versions: Prune Growth and Stunt Growth. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <i>EFFECT</i> : 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]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 rounds	Close (55 ft.)	CR:p.273
[V, S] TARGET: One animal; <i>EFFECT</i> : This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch". [SR:Yes; DC:21, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Feather Step, Mass	Transmutation	1 standard action	130 minutes	Close (55 ft.)	APG:p.221
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As feather step, except this spell affects multiple creatures. [SR:Yes; DC:21, Fortitude negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Fungal Infestation	Necromancy [Disease]	1 standard action	1d3 days	Touch	UM:p.221
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target takes bleed from attacks. [SR:Yes; DC:21, Fortitude negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> **Gaseous Form	Transmutation, AirSchool	1 standard action	26 minutes [D]	Touch	CR:p.287
[S, MDF] TARGET: Willing corporeal creature touched; <i>EFFECT</i> : The subject and all its gear become insubstantial, misty, and translucent. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Gaseous Form	Transmutation, AirSchool	1 standard action	26 minutes [D]	Touch	CR:p.287
[S, MDF] TARGET: Willing corporeal creature touched; <i>EFFECT</i> : The subject and all its gear become insubstantial, misty, and translucent. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Hide Campsite	Illusion (Glamer)	10 minutes	26 hours [D]	Close (55 ft.)	APG:p.227
[V, S, M (a sprig of mistletoe, and a vial of quicksilver)] TARGET: one 20-ft. cube; <i>EFFECT</i> : Hides all traces of your campsite. [SR:No; DC:21, Will disbelief (if interacted with)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Hydraulic Torrent (CL:14)	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	60 ft.	APG:p.229
[V, S] TARGET: 60-ft. line; <i>EFFECT</i> : Creates torrent of water that bull rushes any creature in its path. [SR:Yes] ; <i>CONCENTRATION</i> :+22					
<div> <div></div> <div></div> <div></div> <div></div> </div> Lily Pad Stride	Transmutation	1 standard action	130 minutes [D]; see text	Long (920 ft.)	APG:p.232
[V, S, M (a frog's leg)] TARGET: trail of lily pads behind you; <i>EFFECT</i> : Walk across water on moving lily pads. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Mad Monkeys	Conjuration (Summoning)	1 round	13 rounds	Close (55 ft.)	UM:p.227
[V, S, DF] TARGET: Swarm of monkeys; <i>EFFECT</i> : Summon a swarm of mischievous monkeys. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang (Greater)	Transmutation	1 standard action	13 hours	Close (55 ft.)	CR:p.309
[V, S, DF] TARGET: One living creature; <i>EFFECT</i> : This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +3. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> </div> Meld into Stone	Transmutation [Earth]	1 standard action	130 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; <i>EFFECT</i> : Meld into stone enables you to meld your body and possessions into a single block of stone.					
<div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Exile	Transmutation [Curse]	1 standard action	permanent	Touch	APG:p.233
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Gives subject -10 on Survival checks. [SR:Yes; DC:21, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> </div> 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; <i>EFFECT</i> : You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]					
* =Domain/Specialty Spell					

Druid Spells						
☐☐☐☐ Plant Growth	Transmutation [WoodSchool]	1 standard action	Instantaneous	See text	CR:p.322	
[V, S, DF] TARGET: Or Area see text; EFFECT: Plant growth has different effects depending on the version chosen. [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:21, Fortitude negates; see text]						
☐☐☐☐ 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:21, Fortitude negates (harmless)]						
☐☐☐☐ Pup Shape	Transmutation (Polymorph)	1 standard action	13 rounds	Close (55 ft.)	UC:p.240	
[V, S, M (a rag doll)] TARGET: one animal or magical beast.[PRERULE:1,DisplayFullSpell; EFFECT: Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time. [SR:Yes; DC:21, Fortitude negates (and Will special, see text)]						
☐☐☐☐ Quench	Transmutation	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.329	
[V, S, DF] TARGET: 13 20-ft. cubes [S] or one fire-based magic item; EFFECT: Quench is often used to put out forest fires and other conflagrations. [SR:No or yes (object); DC:21, None or Will negates (object)]						
☐☐☐☐ Rain of Frogs	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (55 ft.)	UM:p.233	
[V, S, M/DF] TARGET: One swarm of poisonous frogs; EFFECT: Summon a swarm of poisonous frogs. [SR:No]						
☐☐☐☐ 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:21, Fortitude negates (harmless)]						
☐☐☐☐ Resinous Skin	Transmutation	1 standard action	130 minutes	Personal	UC:p.242	
[V, S] TARGET: You; EFFECT: You gain DR 5/piercing and +4 to CMD against disarm attempts. [SR:No; DC:21, see text]						
☐☐☐☐ Resist Energy (Communal)	Abjuration	1 standard action	130 minutes	Touch	UC:p.242	
[V, S, DF] TARGET: creatures touched; EFFECT: As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]						
☐☐☐☐ Share Language (Communal)	Divination	1 standard action	24 hours	Touch	UC:p.243	
[V, S, M (a page from a dictionary)] TARGET: creatures touched; EFFECT: As share language, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Will negates (harmless)]						
☐☐☐☐ Shifting Sand	Transmutation, EarthSchool [Earth]	1 standard action	13 rounds [D]	Medium (230 ft.)	APG:p.243	
[V, S, M (a handful of sand)] TARGET: 20-ft. spread; EFFECT: Creates difficult terrain and erases tracks; can carry creatures or objects along. [SR:No; DC:21, Reflex negates; see text]						
☐☐☐☐ Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	13 rounds	Long (920 ft.)	CR:p.344	
[V, S, M/DF] 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]						
☐☐☐☐ Snare	Transmutation	3 rounds	Until triggered or broken	Touch	CR:p.344	
[V, S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 28ft. diameter; EFFECT: This spell enables you to make a snare that functions as a magic trap. [SR:No]						
☐☐☐☐ Speak with Plants	Divination	1 standard action	13 minutes	Personal	CR:p.346	
[V, S] TARGET: You; EFFECT: You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.						
☐☐☐☐ Spider Climb (Communal)	Transmutation	1 standard action	130 minutes	Touch	UC:p.245	
[V, S, M] TARGET: creatures touched; EFFECT: As spider climb, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Will negates (harmless)]						
☐☐☐☐ Spike Growth	Transmutation	1 standard action	13 hours [D]	Medium (230 ft.)	CR:p.347	
[V, S, DF] TARGET: 13 20-ft. squares; EFFECT: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. [SR:Yes; DC:21, Reflex partial]						
☐☐☐☐ 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:21, Fortitude partial]						
☐☐☐☐ Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349	
[V, S, M/DF] 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]						
☐☐☐☐ 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]						
☐☐☐☐ Vermin Shape I	Transmutation (Polymorph)	1 standard action	13 minutes	Personal	ISWG:p.297	
[V, S, M] TARGET: You; EFFECT: Assume the form of any Small or Medium creature of the vermin type, gaining some abilities and a +2 resistance bonus to saves against mind-affecting spells.						
☐☐☐☐ Water Breathing	Transmutation, WaterSchool	1 standard action	26 hours; see text	Touch	CR:p.368	
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:21, Will negates (harmless)]						
☐☐☐☐ Waters of Lamashtu	Conjuration (Creation)	1 standard action	Instantaneous	Close (55 ft.)	ISWG:p.297	
[V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: Generate one dose of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage. [SR:No; DC:21, Fortitude partial]						
☐☐☐☐ Wind Wall (CL:14)	Evocation, AirSchool [Air, WoodSchool]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.370	
[V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:23, None; see text] ; CONCENTRATION: +22						

LEVEL 4 / Per Day:6+1 / Caster Level:13						
Name	School	Time	Duration	Range	Source	
☐☐☐☐ Absorb Toxicity	Necromancy	1 standard action	130 minutes or until discharged	Personal	UC:p.221	
[V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You become immune to diseases and toxins, absorb one, and then spread it to others. [SR:No; DC:22, see text]						
☐☐☐☐ Age Resistance, Lesser	Transmutation	1 standard action	24 hours	Personal	UM:p.205	
[V, S] TARGET: You; EFFECT: Ignore penalties from middle age.						
☐☐☐☐ **Air Walk	Transmutation [Air]	1 standard action	130 minutes	Touch	CR:p.239	
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]						
☐☐☐☐ Air Walk	Transmutation [Air]	1 standard action	130 minutes	Touch	CR:p.239	
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]						
☐☐☐☐ Ancestral Memory	Divination	1 standard action	13 rounds	Personal	ISWG:p.294	
[V, S] TARGET: You; EFFECT: Open your mind to vaste experiences of your ancestors. Gain +5 insight bonus to Intelligence-based skill checks. 83% chance of obtaining specific ancestral memory [GM discretion] to assist in overcoming problem.						
☐☐☐☐ Antiplant Shell	Abjuration	1 standard action	13 minutes [D]	10 ft.	CR:p.243	
[V, S, DF] TARGET: 10-ft.-radius emanation, centered on you; EFFECT: The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. [SR:Yes]						
☐☐☐☐ Arboreal Hammer	Transmutation	1 standard action	13 rounds [D]	Medium (230 ft.)	UM:p.206	
[V, S, DF] TARGET: One Huge or larger tree; EFFECT: Tree branches attack opponents. [SR:No]						
☐☐☐☐ Aspect of the Stag	Transmutation (Polymorph)	1 standard action	13 minutes	Personal	APG:p.203	
[V, S, DF] TARGET: You; EFFECT: +2 AC against attacks of opportunity and increases speed.						
☐☐☐☐ Atavism	Transmutation	1 standard action	13 minutes	Close (55 ft.)	UM:p.207	
[V, S] TARGET: One animal; EFFECT: Animal gains advanced creature simple template. [SR:Yes; DC:22, Fortitude negates]						
☐☐☐☐ Ball Lightning (CL:14)	Evocation, AirSchool [Air, Electricity]	1 standard action	14 rounds	Medium (240 ft.)	APG:p.204	
[V, S, M/DF (a small iron ring)] TARGET: two or more 5-ft.-diameter spheres; EFFECT: Flying balls of lightning deal 3d6 electricity damage each. [SR:Yes; DC:24, Reflex negates] ; CONCENTRATION: +22						
☐☐☐☐ 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:22, Fortitude half; see text]						
☐☐☐☐ Bloody Claws	Necromancy	1 standard action	13 minutes	Touch	APG:p.206	
[V, S, DF] TARGET: living creature touched; EFFECT: Gives creature the ability to deal bleed damage with natural attacks. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]						
☐☐☐☐ Cape of Wasps	Conjuration (Summoning)	1 standard action	13 rounds [D]	Personal	UM:p.210	
[V, S] TARGET: You; EFFECT: Wasp swarm defends or carries you.						
☐☐☐☐ 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 Water	Transmutation [Water]	1 standard action	130 minutes [D]	Long (920 ft.)	CR:p.260	
[V, S, M/DF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:22, None; see text]						
☐☐☐☐ 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:22, Will half (harmless) or Will half; see text]						
* =Domain/Specialty Spell						

Druid Spells					
▣▣▣▣	Echolocation	Transmutation [Sonic]	1 standard action	130 minutes	Personal UM:p.218
[V, TARGET: You; <i>EFFECT</i> : Sonic sense gives you blindsight 40 ft.					
▣▣▣▣	Flame Strike (CL:14)	Evocation [Fire]	1 standard action	Instantaneous	Medium (240 ft.) CR:p.283
[V, S, DF] TARGET: Cylinder 10; <i>EFFECT</i> : A flame strike evokes a vertical column of divine fire dealing 14d6 points of damage. [SR:Yes; DC:24, Reflex half] ; <i>CONCENTRATION</i> :+22					
▣▣▣▣	Freedom of Movement	Abjuration	1 standard action	130 minutes	Personal or touch CR:p.287
[V, S, M, DF] TARGET: You or creature touched; <i>EFFECT</i> : This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
▣▣▣▣	Geyser	Conjuration, FireSchool, WaterSchool (Creati	1 standard action	concentration + 13 rounds	Long (920 ft.) APG:p.225
[V, S, M/DF (a piece of lava rock)] TARGET: spout of boiling water filling a 5 ft. square and spraying upward 65 ft.; <i>EFFECT</i> : Creates a geyser of boiling water. [SR:No; DC:22, Reflex partial (see below)]					
▣▣▣▣	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; <i>EFFECT</i> : You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]					
▣▣▣▣	Grove of Respite	Conjuration (Creation)	10 minutes	26 hours [D]	Close (55 ft.) APG:p.226
[V, S, M/DF (a leaf or blade of grass and a drop of water)] TARGET: 20-ft.-radius grove; <i>EFFECT</i> : Creates trees and a small spring. [SR:No]					
▣▣▣▣	Ice Storm (CL:14)	Evocation, WaterSchool [Cold]	1 standard action	14 rounds [D]	Long (960 ft.) CR:p.298
[V, S, M/DF] TARGET: Cylinder 20; <i>EFFECT</i> : 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] ; <i>CONCENTRATION</i> :+22					
▣▣▣▣	Life Bubble	Abjuration	1 standard action	26 hours; see text	Touch APG:p.230
[V, S, M/DF (a bit of eggshell)] TARGET: up to 13 creatures touched; <i>EFFECT</i> : Protects creatures from sustained environmental effects. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
▣▣▣▣	Moonstruck	Enchantment (Compulsion) [Mind-Affecting, I	1 standard action	13 rounds	Medium (230 ft.) APG:p.232
[V, S, M (a pinch of powdered moonstone)] TARGET: one humanoid creature; <i>EFFECT</i> : Subject is enraged and confused. [SR:Yes; DC:22, Will negates]					
▣▣▣▣	Obsidian Flow	Transmutation [Earth, Fire]	1 standard action	instantaneous	Close (55 ft.) UC:p.238
[V, S, M/DF (a small piece of obsidian)] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : Converts the surface of the ground into molten glass. [SR:No; DC:22, Reflex partial, see text]					
▣▣▣▣	Protection from Energy (Communal)	Abjuration	1 standard action	130 minutes or until discharged	Touch UC:p.240
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]					
▣▣▣▣	Reincarnate	Transmutation	10 minutes	Instantaneous	Touch CR:p.331
[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i> : With this spell, you bring back a dead creature in another body. [SR:Yes (harmless); DC:22, 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; <i>EFFECT</i> : An invisible barrier holds back vermin. [SR:Yes; DC:22, None or Will negates; see text]					
▣▣▣▣	Ride the Waves	Transmutation [Water]	1 standard action	13 hours [D]	Touch UM:p.235
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target can breathe water and swim. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
▣▣▣▣	River of Wind (CL:14)	Evocation, AirSchool [Air, WoodSchool]	1 standard action	14 rounds	120 ft. APG:p.240
[V, S] TARGET: 120-ft. line; <i>EFFECT</i> : Creates wind that causes nonlethal damage and can knock down or push creatures. [SR:Yes; DC:24, Fortitude partial] ; <i>CONCENTRATION</i> :+22					
▣▣▣▣	Rusting Grasp	Transmutation [MetalSchool]	1 standard action	See text	Touch CR:p.335
[V, S, DF] TARGET: One nonmagical ferrous object or one ferrous creature; <i>EFFECT</i> : Any iron or iron alloy item you touch crumbles into rust. [SR:No]					
▣▣▣▣	Scrying	Divination (Scrying)	1 hour	13 minutes	See text CR:p.337
[V, S, M/DF, F] TARGET: Magical sensor; <i>EFFECT</i> : You can observe a creature at any distance. [SR:Yes; DC:22, Will negates]					
▣▣▣▣	*Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	13 rounds	Long (920 ft.) CR:p.344
[V, S, M/DF] TARGET: Cylinder 40; <i>EFFECT</i> : Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. [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; <i>EFFECT</i> : Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. [SR:Yes; DC:22, Reflex partial]					
▣▣▣▣	Strong Jaw	Transmutation	1 standard action	13 minutes	Touch APG:p.247
[V, S] TARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two sizes bigger. [SR: yes (harmless); DC:22, Fortitude negates (harmless)]					
▣▣▣▣	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; <i>EFFECT</i> : 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]					
▣▣▣▣	Summon Nature's Ally IV (deinonychus or ptera	Conjuration (Summoning [see text])	1 round	13 rounds [D]	Close (55 ft.) CR:p.354
[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : 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; <i>EFFECT</i> : Your attackers take 1d6+13 damage.					
▣▣▣▣	Touch of Slime	Conjuration (Creation) [Disease]	1 standard action	Instantaneous	Touch UM:p.243
[V, S, M] TARGET: Living creature touched; <i>EFFECT</i> : Touch infests a target with green slime. [SR:Yes; DC:22, Fortitude negates]					
▣▣▣▣	True Form	Abjuration	1 standard action	13 rounds	Medium (230 ft.) APG:p.251
[V, S] TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Removes polymorph effects. [SR:Yes; DC:22, Will negates]					
▣▣▣▣	Vermin Shape II	Transmutation (Polymorph)	1 standard action	13 minutes	Personal ISWG:p.297
[V, S, M] TARGET: You; <i>EFFECT</i> : Assume the form of any Tiny to Large creature of the vermin type, gaining many abilities and a +4 resistance bonus to saves against mind-affecting spells.					
▣▣▣▣	Volcanic Storm (CL:14)	Evocation [Fire]	1 standard action	14 rounds [D]	Long (960 ft.) UM:p.248
[V, S, M/DF] TARGET: Cylinder 20; <i>EFFECT</i> : Hot rocks deal 5d6 damage. [SR:Yes] ; <i>CONCENTRATION</i> :+22					
LEVEL 5 / Per Day:4+1 / Caster Level:13					
Name	School	Time	Duration	Range	Source
▣▣▣▣	Air Walk (Communal)	Transmutation [Air]	1 standard action	130 minutes	Touch UC:p.222
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched. [SR:Yes (harmless)]					
▣▣▣▣	Animal Growth	Transmutation	1 standard action	13 minutes	Medium (230 ft.) CR:p.240
[V, S] TARGET: One animal [Gargantuan or smaller]; <i>EFFECT</i> : The target animal grows to twice its normal size and eight times its normal weight. [SR:Yes; DC:23, Fortitude negates]					
▣▣▣▣	Aspect of the Wolf	Transmutation (Polymorph)	1 standard action	13 minutes	Personal APG:p.204
[V, S, DF] TARGET: You; <i>EFFECT</i> : +4 Str and Dex, +2 bonus on trip attacks.					
▣▣▣▣	Atonement	Abjuration	1 hour	Instantaneous	Touch CR:p.245
[V, S, M, F/DF] TARGET: Living creature touched; <i>EFFECT</i> : This spell removes the burden of misdeeds from the subject. [SR:Yes]					
▣▣▣▣	Awaken	Transmutation	24 hours	Instantaneous	Touch CR:p.245
[V, S, M, DF] TARGET: Animal or tree touched; <i>EFFECT</i> : You awaken a tree or animal to human-like sentience. [SR:Yes; DC:23, Will negates]					
▣▣▣▣	Baleful Polymorph	Transmutation (Polymorph)	1 standard action	Permanent	Close (55 ft.) CR:p.246
[V, S] TARGET: One creature; <i>EFFECT</i> : 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:23, Fortitude negates, Will partial, see text]					
▣▣▣▣	Blessing of the Salamander	Transmutation (Polymorph)	1 standard action	13 rounds	Touch APG:p.206
[V, S, DF] TARGET: creature touched; <i>EFFECT</i> : Subject gets fast healing 2, fire resistance 10, and +2 to its CMD. [SR:Yes (harmless); DC:23, Fortitude negates (harmless)]					
▣▣▣▣	Call Lightning Storm (CL:14)	Evocation [Electricity]	1 round	14 minutes	Long (960 ft.) CR:p.252
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; <i>EFFECT</i> : 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:25, Reflex half] ; <i>CONCENTRATION</i> :+22					
▣▣▣▣	*Control Winds	Transmutation [Air]	1 standard action	130 minutes	520 ft. CR:p.261
[V, S] TARGET: 520 ft. radius cylinder 40 ft. high; <i>EFFECT</i> : You alter wind force in the area surrounding you. [SR:No; DC:23, Fortitude negates]					
▣▣▣▣	Control Winds	Transmutation [Air]	1 standard action	130 minutes	520 ft. CR:p.261
[V, S] TARGET: 520 ft. radius cylinder 40 ft. high; <i>EFFECT</i> : You alter wind force in the area surrounding you. [SR:No; DC:23, Fortitude negates]					
▣▣▣▣	Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch CR:p.262
[V, S] TARGET: Creature touched; <i>EFFECT</i> : 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:23, Will half (harmless); see text]					
* =Domain/Specialty Spell					

Druid Spells

☐☐☐☐ Death Ward	Necromancy	1 standard action	13 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject gains a +4 morale bonus on saves against all death spells and magical death effects. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
☐☐☐☐ Fickle Winds	Transmutation [Air, WoodSchool]	1 standard action	13 minutes [D]		UM:p.219
TARGET: 13 Medium creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Wind walls selectively block attacks. [SR:Yes; DC:23, None (see text)]					
☐☐☐☐ Fire Snake (CL:14)	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	60 ft.	APG:p.222
[V, S, M (a snake scale)] TARGET: see text; <i>EFFECT</i> : Creates a serpentine path of fire 70 ft. long that deals 14d6 fire damage. [SR:Yes; DC:25, Reflex half] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ Hallow (CL:14)	Evocation [Good]	24 hours	Instantaneous	Touch	CR:p.293
[V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; <i>EFFECT</i> : Hallow makes a particular site, building, or structure a holy site. [SR:See text; DC:25, See text] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ Ice Storm (CL:14)	Evocation, WaterSchool [Cold]	1 standard action	14 rounds [D]	Long (960 ft.)	CR:p.298
[V, S, MDF] TARGET: Cylinder 20'; <i>EFFECT</i> : 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] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ 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; <i>EFFECT</i> : You summon a number of swarms of wasps. [SR:No]					
☐☐☐☐ Old Salt's Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	ARG:p.79
[V, S, M] TARGET: One creature; <i>EFFECT</i> : You inflict a curse of the roiling sea upon the target, making it permanently sickened. Anytime the target is on or in the water more than a mile from shore, it also becomes staggered with seasickness. This curse cannot be dispelled, though remove curse or break enchantment can negate it. [SR:Yes; DC:23, Will Negates]					
☐☐☐☐ Raise Animal Companion	Conjuration (Healing)	1 minute	Instantaneous	Touch	UM:p.233
[V, S, M (1,000 gp diamond)] TARGET: Dead animal companion or bonded mount; <i>EFFECT</i> : As raise dead, but on an animal. [SR:Yes (harmless); DC:23, None, see text]					
☐☐☐☐ Reprobation	Transmutation [Curse]	1 minute	Permanent	Close (55 ft.)	UM:p.234
[V, S, DF] TARGET: One creature of your faith; <i>EFFECT</i> : Marked target is shunned by your religion. [SR:Yes]					
☐☐☐☐ Rest Eternal	Necromancy [Curse]	1 round	permanent	Touch	APG:p.238
[V, S, MDF (ashes and a vial of holy or unholy water)] TARGET: one dead creature touched; <i>EFFECT</i> : Dead creature cannot be revived. [SR:No]					
☐☐☐☐ Snake Staff	Transmutation	1 standard action	13 rounds	Medium (230 ft.)	APG:p.245
[V, S, M (a knife suitable for whittling)] TARGET: 1 or more pieces of wood, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Transforms wood into snakes to fight for you. [SR:Yes (object); DC:23, Will negates (object)]					
☐☐☐☐ Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	130 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The warded creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:23, 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; <i>EFFECT</i> : 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]					
☐☐☐☐ Threefold Aspect	Transmutation	1 standard action	24 hours [D]	Personal	APG:p.249
[S, F (silver crescent worth 5 gp)] TARGET: You; <i>EFFECT</i> : Appear older or younger.					
☐☐☐☐ Transmute Mud to Rock	Transmutation, EarthSchool [Earth]	1 standard action	Permanent	Medium (230 ft.)	CR:p.361
[V, S, MDF] TARGET: Up to 26 10-ft. cubes [S]; <i>EFFECT</i> : This spell permanently transforms normal mud or quicksand of any depth into soft stone. [SR:No; DC:23, See text]					
☐☐☐☐ Transmute Rock to Mud	Transmutation, EarthSchool [Earth]	1 standard action	Permanent; see text	Medium (230 ft.)	CR:p.361
[V, S, MDF] TARGET: Up to 26 10-ft. cubes [S]; <i>EFFECT</i> : This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. [SR:No; DC:23, See text]					
☐☐☐☐ Tree Stride	Conjuration (Teleportation) [WoodSchool]	1 standard action	13 hours or until expended; see text	Personal	CR:p.362
[V, S, DF] TARGET: You; <i>EFFECT</i> : When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant.					
☐☐☐☐ Wall of Fire (CL:14)	Evocation, FireSchool [Fire]	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	CR:p.365
[V, S, MDF] TARGET: Opaque sheet of flame up to 280 ft. long or a ring of fire with a radius of up to 35 ft.; either form 20 ft. high; <i>EFFECT</i> : An immobile, blazing curtain of shimmering violet fire springs into existence. [SR:Yes] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ 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]; <i>EFFECT</i> : 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:3+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ Age Resistance	Transmutation	1 standard action	24 hours	Personal	UM:p.205
[V, S] TARGET: You; <i>EFFECT</i> : Ignore penalties from old age.					
☐☐☐☐ Antilife Shell	Abjuration	1 round	13 minutes [D]	10 ft.	CR:p.242
[V, S, DF] TARGET: 10-ft.-radius emanation, centered on you; <i>EFFECT</i> : You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. [SR:Yes]					
☐☐☐☐ 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; <i>EFFECT</i> : Mass Bear's Endurance works like Bear's Endurance, except that it affects multiple creatures. [SR:Yes; DC:24, 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; <i>EFFECT</i> : This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
☐☐☐☐ Cat's Grace (Mass)	Transmutation [WoodSchool]	1 standard action	13 minutes	Close (55 ft.)	CR:p.252
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like cat's grace, except that it affects multiple creatures. [SR:Yes; DC:24, Will negates (harmless)]					
☐☐☐☐ *Chain Lightning (CL:14)	Evocation, AirSchool [Electricity, MetalSchool]	standard action	Instantaneous	Long (960 ft.)	CR:p.253
[V, S, F] TARGET: One primary target, plus 14 secondary targets [each of which must be within 30 ft. of the primary target]; <i>EFFECT</i> : This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. [SR:Yes; DC:26, Reflex half] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ Chain Lightning (CL:14)	Evocation, AirSchool [Electricity, MetalSchool]	standard action	Instantaneous	Long (960 ft.)	CR:p.253
[V, S, F] TARGET: One primary target, plus 14 secondary targets [each of which must be within 30 ft. of the primary target]; <i>EFFECT</i> : This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. [SR:Yes; DC:26, Reflex half] ; <i>CONCENTRATION</i> :+22					
☐☐☐☐ *Control Winds	Transmutation [Air]	1 standard action	130 minutes	520 ft.	CR:p.261
[V, S] TARGET: 520 ft. radius cylinder 40 ft. high; <i>EFFECT</i> : You alter wind force in the area surrounding you. [SR:No; DC:24, 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; <i>EFFECT</i> : You channel positive energy to cure 1d8+13 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC:24, Will half (harmless) or Will half; 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; <i>EFFECT</i> : 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]					
☐☐☐☐ Dust Form	Transmutation (Polymorph)	1 standard action	13 rounds	Personal	UC:p.228
[V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)] TARGET: You; <i>EFFECT</i> : You become an incorporeal creature of dust for a short period of time.					
☐☐☐☐ Eagle Aerie	Conjuration (Summoning) [Good]	1 round	13 hours	Long (920 ft.)	UM:p.217
[V, S, DF] TARGET: Summoned eagles; <i>EFFECT</i> : Summon 4 giant eagles. [SR:No]					
☐☐☐☐ Find the Path	Divination	3 rounds	130 minutes	Personal or touch	CR:p.281
[V, S, F] TARGET: You or creature touched; <i>EFFECT</i> : 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:24, None or Will negates (harmless)]					
☐☐☐☐ 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; <i>EFFECT</i> : 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:24, None or Reflex half, see text]					
☐☐☐☐ Ironwood	Transmutation	1 minute/lb. created	13 days [D]	0 ft.	CR:p.303
[V, S, F] TARGET: An ironwood object weighing up to 65 lbs.; <i>EFFECT</i> : Using this spell with wood shape or a wood-related Craft check, you can fashion wooden items that function as steel items. [SR:No]					
☐☐☐☐ Liveoak	Transmutation [WoodSchool]	10 minutes	13 days [D]	Touch	CR:p.305
[V, S] TARGET: Tree touched; <i>EFFECT</i> : This spell turns an oak tree into a protector or guardian. [SR:No]					
☐☐☐☐ Move Earth	Transmutation, EarthSchool [Earth]	see text	Instantaneous	Long (920 ft.)	CR:p.316
[V, S, M] TARGET: Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]; <i>EFFECT</i> : Move earth moves dirt [clay, loam, sand, and soil], possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. [SR:No]					
☐☐☐☐ Owl's Wisdom (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.318
[V, S, MDF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:24, Will negates (harmless)]					
* =Domain/Specialty Spell					

Druid Spells					
□□□□ Repel Wood	Transmutation	1 standard action	13 minutes [D]	60 ft.	CR:p.333
[V, S] TARGET: 60-ft. line-shaped emanation from you; <i>EFFECT:</i> Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. [SR:No]					
□□□□ Sirocco (CL:14)	Evocation, AirSchool, FireSchool [Air, Fire, W1	standard action	14 rounds [D]	Medium (240 ft.)	APG:p.244
[V, S, M/DF (handful of fine sand cast into the air)] TARGET: cylinder 20; <i>EFFECT:</i> Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone. [SR:Yes; DC:26, Fortitude partial, see text] ; <i>CONCENTRATION</i> :+22					
□□□□ Spellstaff	Transmutation	10 minutes	Permanent until discharged [D]	Touch	CR:p.347
[V, S, F] TARGET: Wooden quarterstaff touched; <i>EFFECT:</i> You store one spell that you can normally cast in a wooden quarterstaff. [SR:Yes (object); DC:24, Will negates (object)]					
□□□□ Stoneskin (Communal)	Abjuration	1 standard action	130 minutes or until discharged	Touch	UC:p.245
[V, S, M (granite and diamond dust worth 100 gp per creature affected)] TARGET: creatures touched; <i>EFFECT:</i> As stoneskin, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
□□□□ Stone Tell	Divination	10 minutes	13 minutes	Personal	CR:p.349
[V, S, DF] TARGET: You; <i>EFFECT:</i> 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 VI	Conjuration (Summoning [see text])	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; <i>EFFECT:</i> 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]					
□□□□ Swarm Skin	Transmutation	1 standard action	see text	Personal	APG:p.248
[V, S, M/DF (a crushed insect hive)] TARGET: You; <i>EFFECT:</i> Turns your body into a swarm that can attack.					
□□□□ Tar Pool	Transmutation [Earth, Fire]	1 standard action	13 rounds	Close (55 ft.)	UC:p.246
[V, S, M/DF (a ball of hardened tar)] TARGET: 20-ft.-radius burst; <i>EFFECT:</i> Converts the top layer of the ground into hot tar. [SR:No; DC:24, Reflex partial, see text]					
□□□□ 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; <i>EFFECT:</i> 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]					
□□□□ 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]; <i>EFFECT:</i> This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:24, See text]					
LEVEL 7 / Per Day:2+1 / Caster Level:13					
Name	School	Time	Duration	Range	Source
□□□□ Age Resistance, Greater	Transmutation	1 standard action	24 hours	Personal	UM:p.205
[V, S] TARGET: You; <i>EFFECT:</i> Ignore penalties from venerable age.					
□□□□ 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; <i>EFFECT:</i> You imbue inanimate plants with mobility and a semblance of life. [SR:No]					
□□□□ Black Mark	Necromancy [Curse, Fear]	1 standard action	Permanent	Touch	ARG:p.79
[V, S, M] TARGET: One creature; <i>EFFECT:</i> You mark the target with a black marking on its skin; the mark's exact appearance determined by you, but can be no larger than your hand. The black mark functions as a mark of justice, and when the mark is activated, the target becomes shaken anytime it is on or in the water more than a 5 feet from shore. In addition, as long as the black mark is active, the target is affected as if subject to nature's exile, but all creatures with the aquatic or water subtype or with a swim speed are made hostile, even those not of the animal type, though nonaquatic animals are not. [SR:Yes; DC:25, Will Negates]					
□□□□ Changestaff	Transmutation	1 round	13 hours [D]	Touch	CR:p.253
[V, S, F] TARGET: Your touched staff; <i>EFFECT:</i> You change a specially prepared quarterstaff into a Huge treantlike creature. [SR:No]					
□□□□ *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; <i>EFFECT:</i> You change the weather in the local area. [SR:No]					
□□□□ 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; <i>EFFECT:</i> 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; <i>EFFECT:</i> This spell summons four massive swarms of biting and stinging insects. [SR:No; DC:25, Fortitude partial, see text]					
□□□□ 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; <i>EFFECT:</i> You channel positive energy to cure 2d8+13 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:25, Will half (harmless); see text]					
□□□□ **Elemental Body IV (Air Only)	Transmutation (Polymorph) [Air]	1 standard action	13 minutes [D]	Personal	CR:p.224
[V, S, M] TARGET: You; <i>EFFECT:</i> Turns you into a Huge elemental.					
□□□□ Elemental Body IV (Air Only)	Transmutation (Polymorph) [Air]	1 standard action	13 minutes [D]	Personal	CR:p.224
[V, S, M] TARGET: You; <i>EFFECT:</i> Turns you into a Huge elemental.					
□□□□ Fire Storm (CL:14)	Evocation [Fire]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.282
[V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT:</i> When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. [SR:Yes; DC:27, Reflex half] ; <i>CONCENTRATION</i> :+22					
□□□□ Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; <i>EFFECT:</i> Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
□□□□ Rampart	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (230 ft.)	APG:p.237
[V, S, M (a handful of earth)] TARGET: 10-ft.-high earthen wall, in a line up to 65 ft. long, or a circle with radius of up to 16 ft.; <i>EFFECT:</i> Creates 5-ft.-thick earthen barrier. [SR:No]					
□□□□ Scouring Winds (CL:14)	Evocation [Air, Earth, WoodSchool]	1 standard action	14 rounds [D]	Medium (240 ft.)	UM:p.236
[V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT:</i> Winds block vision and deal 3d6 damage per round. [SR:Yes (see text)] ; <i>CONCENTRATION</i> :+22					
□□□□ Scrying (Greater)	Divination (Scrying)	1 standard action	13 hours	See text	CR:p.337
[V, S] TARGET: Magical sensor; <i>EFFECT:</i> This spell functions like scrying, except as noted above. [SR:Yes; DC:25, Will negates]					
□□□□ Siege of Trees	Transmutation	10 minutes	13 hours [D]	Close (55 ft.)	UC:p.244
[V, S, DF] TARGET: one Large plant per three caster levels; <i>EFFECT:</i> Transforms Large trees into arboreal catapults of the same size. [SR:No]					
□□□□ 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; <i>EFFECT:</i> 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]					
□□□□ Summon Nature's Ally VII (brachiosaurus or tyr	Conjuration (Summoning [see text])	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; <i>EFFECT:</i> 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 (CL:14)	Evocation [Light]	1 standard action	14 rounds or until all beams are exhausted	60 ft.	CR:p.354
[V, S, DF] TARGET: Line from your hand; <i>EFFECT:</i> 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:27, Reflex negates and Reflex half; see text; Spell] ; <i>CONCENTRATION</i> :+22					
□□□□ Transmute Metal to Wood	Transmutation [WoodSchool]	1 standard action	Instantaneous	Long (920 ft.)	CR:p.361
[V, S, DF] TARGET: All metal objects within a 40-ft.-radius burst; <i>EFFECT:</i> This spell enables you to change all metal objects within its area to wood. [SR:Yes (object; see text)]					
□□□□ True Seeing	Divination	1 standard action	13 minutes	Touch	CR:p.363
[V, S, M] TARGET: Creature touched; <i>EFFECT:</i> You confer on the subject the ability to see all things as they actually are. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
□□□□ Vortex (CL:14)	Evocation, WaterSchool [Water]	1 standard action	14 rounds [D]	Long (960 ft.)	APG:p.254
[V, S, M/DF (a stirring spoon)] TARGET: whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base; <i>EFFECT:</i> Creates a whirlpool in water. [SR:Yes; DC:27, Reflex negates, see text] ; <i>CONCENTRATION</i> :+22					
□□□□ 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; <i>EFFECT:</i> 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:25, No and Will negates (harmless)]					
* =Domain/Speciality Spell					
Innate					
□□□Dancing Lights					

Catori "Spirit"

Human

RACE

20

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

125 lbs.

WEIGHT

green

EYE COLOUR

tanned

SKIN COLOUR

black, long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Mwangi Expanse

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Survival Kit, UE73:

A survival kit provides the necessary tools for day-to-day existence in a temperate wilderness. It typically contains a flint and steel, a mess kit, two waterskins (enough to hold water for 1 person for 1 day), very basic maps showing major landmarks, and a small utility knife.

A masterwork survival kit contains higher quality gear and a guide to identifying flora and fauna. It grants you a +2 circumstance bonus on Survival checks to get along in the wild, deal with severe weather, keep from getting lost, avoid natural hazards such as quicksand, and predict the weather.

Biography:

