	Spirit"		Robert				D-::		Mwangi Expanse		
Character Nam	e		Player Name				Deity Mediu	m / 5 ft. x	Region	Alignment	
Druid (Stori	m Druid)	13	Human / Hu	imanoid			5 ft.	III / J II. X	5' 8" / 125 lbs.	Normal	
CLASS			RACE				SIZE / F	ACE	HEIGHT / WEIGHT	VISION	
13 (12)		315000 / 445000	20		male		green		black, long	<u></u>	
Character Leve ABILITY NAME ABIL	· ·	EXP/NEXT LEVEL	AGE	GEI	NDER		EYES		HAIR	Points	SPEED
	DRE SCORE	MODIFIER DAMAGE	HF	2 131		WOUNDS/CI	JRRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	Walk 20 ft.
Strength		+3	hit poin	its		40					
DEX 1	4 16	+3	armor cl		E 28	: 16 тоџсн	= 10 +			3 + 0 + 0	+ 0 + 0 + 0 + 0 + 0
CON 1	4 16	+3						BONUS BONUS	ARMOR	TION	
Constitution	3	+1		modifier	+3 TOTAL	= +3	+ +0	MISS Arcane	ARMOR SPELL		
Intelligence					TOTAL	MODIFIER	MODIFIER	CHANCE Spell Failure	CHECK RESIST PENALTY		
WIS Wisdom	1 27	+8	Enc	umbrance		Ligh	t	TOTAL SKIL	LPOINTS: 78	SKILLS	MAX RANKS: 12 SKILL ABILITY RANKS MIS MODIFIER MODIFIER MODIFIER
CHA E	3	-1						✓ Acrobatic	SKILL NAME	DEX	0 = 3 + -
SAVING TH	ROWS	TOTAL BASE ABILI	TY MAGIC MIS	C EPIC	TEMP			✓ Acrobatic		DEX	-4 = 3 + -
FORTIT		+16 = +8 + +;	3 + +5 + +(0 + + 0 +				 ✓ Appraise ✓ Pluff 		INT	1 = 1 -1 = -1
REFL	ÉX	+12=+4++	3 + +5 + +(+ ++				✓ Bluff✓ Climb		CHA STR	-1 = -1 4 = 3 + 1
(dexterity)				-			✓ Craft (Un	,	INT	1 = 1
(wisdom)		+21 = +8 + +8	3 + +5 + +0	0++0				 ✓ Diplomac ✓ Disguise 	У	CHA CHA	-1 = -1 -1 = -1
								 ✓ Escape A 	rtist	DEX	0 = 3 + -
MELEE		TOTAL =	+9/+4	+ +3 +				√ Fly		DEX	8 = 3 + 5
attack bonus								Handle A ✓ Heal	nimal	CHA	7 = -1 + 5 + 3
RANGE attack bonus	D	+12/+7 =	+9/+4	+ +3 +	+0 +	+0 + 0	+	 real ✓ Intimidate 	•	WIS CHA	15 = 8 + 4 + 3 -1 = -1
СМВ		+12/+7 =	+9/+4	+ +3 +	+0 +	+6 +	+	Knowledg	ge (Geography)	INT	5 = 1 + 1 + 3
attack bonus	GRAPPLE	TRIP	DISARM		SUNDER	BULL	OVERRUN		ge (Nature) n, Auran, Draconic, Ignan, Terran)	INT	19 = 1 + 13 + 5
СМВ	+12/+7	+12/+7	+12/+7		+12/+7	+12		✓ Perceptic		INT WIS	6 = 1 + 5 24 = 8 + 13 + 3
CMD	28	28	28		28	28	28	J	Untrained)	CHA	-1 = -1
	*Sci	mitar +1	HAND			RITICAL		Professio √ Ride	n (Herbalist)	WIS	12 = 8 + 1 + 3 4 = 3 + 1
	To H		Prima	ry S To		-20/x2	5 ft. Dam	✓ Sense Me	otive	WIS	8 = 8
1H-P	+13/-	+8 1d6+4		+7/	+2	1	d6+4	Spellcraft		INT	16 = 1 + 12 + 3
1H-O 2H	+9/+ +13/-		2W-P-(OL) 2W-OH	+9/			d6+4 d6+2	 ✓ Stealth ✓ Survival 		DEX WIS	26 = 3 + 13 + 1 23 = 8 + 10 + 5
*D		l.	HAN				REACH	Carria		110	= + +
		od Shield +4	Equipp	ed	M 2	20/x2	5 ft.		✓: can be used untraine	d X: ovelucivo skills	= + +
	. (TACK BONUS 8/+3		4.	MAGE 14+3						. Skill Mastery.
Special Prope		p/inch, hardness 5								htning Arc	_
	5	Sling	HAND				REACH	Uses per	,		—
Range: 3		To Hit: +1	Carrie	-	M 2 amage:	20/x2	5 ft.	feet as a ranged	touch attack. This arc of elec	tricity deals 1d6+6 points	ctricity targeting any foe within 30 of electricity damage. You can us
50) ft.	100 ft.	150 ft.	200 ft		250		this ability 11 tim	es per day. [Paizo Inc Core	киероок, р.41]	
	2/+7 4+3	+10/+5 1d4+3	+8/+3 1d4+3	+6/+ ⁻ 1d4+		+4/- 1d4-			Lig	ntning Lord	
30	0 ft.	350 ft. +0/-5	400 ft. -2/-7	450 ft -4/-9		500	ft.	Uses per	Day		
	2/-3 4+3	+0/-5 1d4+3	-2/-7 1d4+3	-4/-9 1d4+		-6/-1 1d4-		you want with a	single standard action, but no	creature can be the targe	ou can call down as many bolts a t of more than one bolt and no tw
*: weapon is equip		·			1]				as Call Lightning. [Paizo Inc Co
		hand. 1H-O: One handed, in (OL): 2 weapons, primary ha					hand (off				
		ARMOR	TYP	E AC M	IAXDEX CHI	ECK SPELL	FAILURE	11		orm Burst	
*Breastplat	te +1 (D	ragonhide/Shadov		um +7	+3 -	3 2	25	Uses per	,		_
	(Dragor	late +1 (Dragonhide)), (l hide)), 10 hp/inch, hardi	ness 10, preserve	armor and er	nhancmer	nt		a ranged touch a	ttack. The storm burst deals	1d6+6 points of nonlethal	argeting any foe within 30 feet as damage. In addition, the target bils for 1 round. You can use this
		while using Wild Shape, ood Shield +4	+5 competence I Hea				0		er day [Paizo Inc Core Rul		
		10 hp/	nch, hardness 5	·			-				
		Natural Armor +2 Protection +3		+2 +3	+	·0 ·0	0				
	I ting of					5	5				
			Wildshap	e							
Uses per d											
	ours										
Duration = 13 Ho											
Duration = 13 Ho								-			
Duration = 13 Ho								•			

EQUIPME ITEM	NT 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 Movement	0 / 40,000
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	Equipped	1	1 / 25,000
+5 Cloak of Resistance +5)	Equipped	1	20 / 20 450
Breastplate +1 (Dragonhide/Shadow/ Wild)	Equipped	1	30 / 20,450
Breastplate +1 (Dragonhide)), (Breastplate (Dragonhide)), (Breast	plate +3 (Dragonhide))), 10 hp/ind	ch, hardness 10,
preserve armor and enhancment bonus while using Wild Shape, +5 Darkwood Shield +4	Equipped	to Stealth c	5 / 16,257
0 hp/inch, hardness 5	E en viene e el	4	4/50
Backpack, Masterwork 9 lbs., 1 Survival Kit (Masterwork), 1 Healer's Kit, 1 Kreekkruid (Bol	Equipped kken) 1 Drvad Earring	1 ns. 1 Calati	4 / 50
Blanket (Winter)		1	5 / 50
Survival Kit (Masterwork)	Backpack, Masterwork	1	5750
Healer's Kit	Backpack,	1	1 / 50
	Masterwork	4	0/0
Kreekkruid (Bokken)	Backpack, Masterwork	1	0/0
Dryad Earrings	Backpack,	1	0 / 0
Sift from Tiressia	Masterwork		
Calathgar stuff x6	Backpack,	1	0 / 0
Tindertwig)	Masterwork		
Blanket (Winter)	Backpack, Masterwork	1	3 / 0.5
Bullet (Sling)	Masterwork Equipped	4	0.5 (2) / 0 (0)
			., / - / - / - / - / - / - / - / - /
Scroll Box	Equipped	1	1/5
Bag of Holding (Type I)	Equipped	1	15 / 2,500
	Carried	1	0/0
TOTAL WEIGHT CARRIED/VALUE	79 lbs.	191,42	дус. т. эур
WEIGHT ALLO			
Light 86 Medium Lift over head 260 Lift off ground	173 520	He Push / [eavy 260 Drag 1300
Lift over head 260 Lift off ground	520	Pusn/L	Jiag 1300
Language	es		
Aquan, Auran, Common, Draconic, D	ruidic, Ignan, Sy	/lvan, T	erran
Archetype			
	es		
Storm Druid	es	[Paizo	Inc Ultimate
			Magic, p.40
While most druids focus their attention upon t that springs forth from it, the storm druid's eyes	he rich earth ar s have ever bee	nd the bo	Magic, p.40 ounty of nature the skies and
While most druids focus their attention upon t that springs forth from it, the storm druid's eyes	he rich earth ar s have ever bee	nd the bo	Magic, p.40 ounty of nature the skies and
While most druids focus their attention upon t that springs forth from it, the storm druid's eyes	he rich earth ar s have ever bee	nd the bo	Magic, p.40 ounty of nature the skies and
While most druids focus their attention upon t that springs forth from it, the storm druid's eyes the endless expanse of blue, channeling the mo	he rich earth ar have ever bee ist raw and unta	nd the bo n cast to med asp Paizo Ir	Magic, p.40 bounty of nature the skies and bects of nature ac Advance
While most druids focus their attention upon the that springs forth from it, the storm druid's eyes the endless expanse of blue, channeling the more that the the the the the the the the the th	he rich earth ar have ever bee ist raw and unta [nd the bo n cast to med asp Paizo In Player's	Magic, p.40 bounty of nature to the skies and bects of nature ac Advanced Guide, p.329
While most druids focus their attention upon to that springs forth from it, the storm druid's eyes the endless expanse of blue, channeling the mo Traits Magical Lineage (Flame Strike) One of your parents was a gifted spellcaster but developed many magical items and perha	he rich earth ar have ever bee st raw and unta [[who not only u ps even a new	nd the bo med asp Paizo Ir Player's used me spell o	Magic, p.40 bunty of nature b the skies and bects of nature inc Advanced Guide, p.329 etamagic often r twoand you
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While most druids focus their attention upon the that springs forth from it, the storm druid's eyes the endless expanse of blue, channeling the monotone of the second sec	the rich earth ar s have ever bee st raw and unta [who not only u ps even a new nyou apply me nining the spell" th) [Paizo Ir Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's	Magic, p.40 bunty of nature of the skies and bects of nature ac Advanced Guide, p.329 tamagic often r two-and you feats to Flame djusted level. ic Advanced Guide, p.333
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While most druids focus their attention upon that springs forth from it, the storm druid's eyes he endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the monotopy of the endless expanse of blue, channeling the endless expanse of the endless expanse exp	the rich earth ar have ever bee ist raw and unta [who not only u ps even a new en you apply me nining the spell" th) [and the nature nings your body	Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's of stren might r	Magic, p.40 bunty of nature betts of nature betts of nature c Advance Guide, p.329 etamagic often r twoand you feats to Flame djusted level. c Advance Guide, p.333 gth and speed to rormally be
While most druids focus their attention upon that springs forth from it, the storm druid's eyes he endless expanse of blue, channeling the monetary of the endless expanse of blue, channeling the monetary of the endless expanse of blue, channeling the monetary of the endless expanse of blue, channeling the monetary developed many magical items and perhanave inherited a fragment of this greatness. Whe strike, treat its actual level as 1 lower for determ vision in the Flesh (Irori) - Dexterity (Stealthead and the flesh (Irori) - Dexterity (Stealthead and the source of the system). Select any Dexterity-base is on the or the source of the strike of the source of the sour	the rich earth ar s have ever bee st raw and unta [[t who not only u ps even a new en you apply me nining the spell" th) [] and the nature nings your body used skill. You n	A the bonn cast to med asp Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's of stren might r make ch	Magic, p.40 bunty of nature better skies and better skies and better skies and better skies and better skies and better skies and c Advance Guide, p.329 etamagic often r twoand you feats to Flame djusted level. c Advance Guide, p.333 gth and speed ot normally be hecks with tha
While most druids focus their attention upon that springs forth from it, the storm druid's eyes he endless expanse of blue, channeling the monetary of the endless expanse of blue, channeling the monetary of the second s	the rich earth ar s have ever bee st raw and unta [[t who not only u ps even a new en you apply me nining the spell" th) [] and the nature nings your body used skill. You n	A the bonn cast to med asp Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's of stren might r make ch	Magic, p.40 bunty of nature betts of nature betts of nature c Advanced Guide, p.329 etamagic often r twoand you feats to Flame djusted level. c Advanced Guide, p.333 gth and speed ot normally be necks with tha
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While most druids focus their attention upon the hat springs forth from it, the storm druid's eyes he endless expanse of blue, channeling the monormal sequence of the channeling the monormal sequence of the	the rich earth ar shave ever bee st raw and unta [I] who not only u ps even a new en you apply me nining the spell" th) [I] and the nature skill's normal at acks of electricity targ tricity deals 1d6	Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's of stren might r make ch bility scc [Pa R eting ar i+6 poin	Magic, p.40 bunty of nature o the skies and bects of nature ac Advanced Guide, p.329 tamagic often r two-and you of feats to Flame djusted level. ic Advanced Guide, p.333 gth and speed bot normally be hecks with tha are. That skill is hizo Inc Corr ulebook, p.41 by foe within 30 ts of electricity
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While most druids focus their attention upon that springs forth from it, the storm druid's eyes the endless expanse of blue, channeling the monoton of the endless expanse of blue, channeling the monoton of the second structure of the spectra of t	the rich earth ar the rich earth ar the raw and unta (I who not only u ps even a new en you apply me mining the spell' th) [1 and the nature missed skill. You n skill's normal ab acks of electricity targ tricity deals 1d6 fay.	Paizo Ir Player's used me spell o tamagic s final a Paizo Ir Player's of stren might r make ch bility sco [Pa R eting ar s+6 poin [Pa R	Magic, p.40 bunty of nature o the skies and bects of nature ac Advanced Guide, p.329 etamagic often r two-and you e feats to Flame djusted level. ic Advanced Guide, p.333 gth and speed to normally be hecks with that are. That skill is hizo Inc Corrule book, p.41 hy foe within 30 ts of electricity hizo Inc Corrule ulebook, 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. addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on tack rolls for 1 round. You can use this ability 11 times per day

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

IV can assume the form of a Tiny or Large ooze	e as if using beast shape IV (treating
the ooze as if it were a magical beast without a r	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 vou 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

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

Innate Racial Spells Duration Range Dancing Lights Evocation [Light] 1 standard action 1 minute [D] Medium (230 ft.) [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/Speciality Spe

				Ν	lagic l	tem Sp	ell-like	Abiliti	es					
	Name			Scho		<u> </u>	Tir		Duration			Range		Source
At Will	Freedom of	Movement			ration			tandard action	70 minutes			Personal or touc		CR:p.28
		creature touched; EFFECT:	This spell en	ables vou	or a creati	ire you touc	h to move	and attack	normally for	the durat	tion of the	spell even und	ler the influence	e of
		edes movement, suc												5 01
		,			9,,		peciality Spell							
						Druid	Spolle							
						Diala	Opena							
		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											
			1											
				LEVE	L 0 / P	er Day	:4 / Ca	aster Le	evel:13					
	Name			Scho	ol		Tir	ne	Duration			Range		Sour
וססב	Create Wat	er		Conji	uration (Creati	on) [Water]	1 s	tandard action	Instantaneou	JS		Close (55 ft.)	С	CR:p.26
		ns of water; EFFECT: This sp	ell generates who	olesome, drinł	able water, jus	t like clean rain w	vater. [SR:No]							
	Detect Mag	ic		Divin	ation		1 s	tandard action	Concentratio	on, up to 13 m	ninutes [D]	60 ft.	С	CR:p.2
, S] TAR	GET: Cone-shaped	emanation; EFFECT: You de	tect magical aura	s. [SR: No]										
	Detect Pois	on		Divin	ation		1 s	tandard action	Instantaneou	JS		Close (55 ft.)	C	CR:p.2
/, S] TAR	GET: Or Area one o	reature, one object, or a 5-ft.	cube; EFFECT: \	/ou determine	whether a crea	ature, object, or a	rea has been	poisoned or is po	isonous. [SR: No	b]				
	Flare (CL:1-	4)		Evoc	ation [Light]		1 s	tandard action	Instantaneou	JS		Close (60 ft.)	С	CR:p.2
/] TARGE	T: Burst of light; EF	FECT: This cantrip creates a	burst of light. [SR	:Yes; DC:20,	Fortitude negation	tes] ; CONCENT	RATION:+22							
	Guidance			Divin	ation		1 s	tandard action	1 minute or	until discharg	ed	Touch	С	CR:p.29
		hed; EFFECT: This spell imbu	ues the subject wi			. [SR:Yes; DC:18								
	Know Direc			Divin				tandard action	Instantaneou	JS		Personal	С	CR:p.30
		When you cast this spell, yo	u instantly know t											
	Light (CL:1	,			ation [Light, W	-		tandard action	140 minutes			Touch	С	CR:p.30
		ched; EFFECT: This spell car	uses a touched o											
	Mending				smutation [Me	-		minutes	Instantaneou			10 ft.	C	CR:p.3
		up to 13 lb.; EFFECT: This sp	pell repairs damag		estoring 1d4 hit smutation	points to the obje		armless, object) tandard action	; DC:18, Will ne Instantaneou		ess, object)]	10 ft.	0	CR:p.3
	Purify Food													
V, S] TAR(object)]	GET: 13 cu. ft. of co	ontaminated food and water; E	EFFECT: This spe	ell makes spoi	led, rotten, dise	ased, poisonous,	, or otherwise	contaminated for	od and water pur	e and suitabl	e for eating a	ind drinking. [SR:Yes	(object); DC:18, Will r	negate
	Read Magic			Divin	ation		1 s	tandard action	130 minutes			Personal	C	CR:p.33
		CT: You can decipher magica	I inscriptions on a	biectsbooks	. scrolls, weap	ons, and the like-	-that would oth	erwise be uninte	elligible.					
	Resistance				ation			tandard action	1 minute			Touch	C	CR:p.3
/, S, M/DF] TARGET: Creatu	re touched; EFFECT: You imb	oue the subject w	ith magical en	ergy that protect	cts it from harm, g	granting it a +1	resistance bonu	is on saves. [SR	:Yes (harmle	ss); DC: 18, V	Vill negates (harmless		
	Spark (CL:1	14)		Evoc	ation, FireSch	ool [Fire]	- 1 s	tandard action	Instantaneou	JS		Close (60 ft.)	AP	G:p.2
		iject; EFFECT: Ignites flamma	able objects. [SR:	Yes (object);	DC:20, Fortitud	e negates (object	t)] ; CONCEN	RATION:+22						
	Stabilize			Conji	uration (Healin	ig)	1 s	tandard action	Instantaneou	JS		Close (55 ft.)	С	CR:p.34
/, S] TAR	GET: One living cre	ature; EFFECT: Upon casting	this spell, you ta	rget a living cr	eature that has	-1 or fewer hit p	oints. [SR:Yes	(harmless); DC:	18, Will negates	(harmless)]				
	Virtue			Trans	smutation		1 s	tandard action	1 min.			Touch	С	CR:p.3
/, S, DF] 1	TARGET: Creature	touched; EFFECT: With a tou	ch, you infuse a c	creature with a	tiny surge of li	fe, granting the s	ubject 1 tempo	orary hit point. [S	R:Yes (harmless	s)]				
				EVEL	1 / Pe	r Day:6	6+1 <u>/</u> C	Caster I	_evel:1	3				
	Name			Scho			Tir		Duration			Range		Sour
					uration (Creati	on)		tandard action	13 minutes			Touch		JC:p.2
		ed with air)] TARGET: one cr	eature or one obi	ect no larger t	han a Large tw	ohanded weapon	n: EFFECT: Cr	eates a small no	cket of air aroun	d vour head o	or an obiect.	SR:Yes (harmless): E	C:19. Will negates	
narmless)]				, in the second s		•		•		, ,				
	Alter Winds			Trans	smutation, Air	School [Air, Woo	odSchool] 1 n	ninute	13 hours			Touch	AP	PG:p.20
(CITAD	CET. immehile 40.6	and a second second		an atranath of	a net und sudmala	CD.V	M/III a s s sta s 1							

1 standard action

1 round

26 hours

13 minutes

13 minutes

13 hours [D]

13 minutes

13 hours [D]

instantaneous

1 standard action concentration, up to 130 minutes [D]

1 standard action Concentration, up to 130 minutes [D]

Instantaneous

13 hours

ess)

Instantaneous or 1 minute: see text

Concentration, up to 130 minutes [D]

13 hours

1 standard action Instantaneous

[V, S] TARGET: immobile 10-ft.-radius emanation; EFFECT: Increase/decrease strength of natural winds. [SR:Yes; DC:19, Will negates]

[V, S, DF] TARGET: one animal whose CR is equal or less than 13; EFFECT: Makes an animal come to you. [SR:None]

[V, S, DF] TARGET: You; EFFECT: Gives bonuses on Perception checks and ranged attacks.

[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed while tracking.

[V, S] TARGET: cone-shaped emanation; EFFECT: Reveals presence of aberrations. [SR:No]

[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]

Transmutation

Transmutation

Abjuration

Transmutation

Divination

Necromancy

Divination

Divination

Divination

[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] Divination

[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]

Conjuration (Healing)

Transmutation (Polymorph)

Enchantment (Compulsion) [Mind-Affecting] 1 standard action

Enchantment (Compulsion) [Mind-Affecting, I1 standard action

Enchantment (Charm) [Mind-Affecting] 1 standard action

[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]

[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)]

[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)]

[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]

[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 (harmle

[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)]

[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]

[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:19, Fortitude negates (object)]

Ant Haul

Bristle

Call Animal

Calm Animals

Charm Animal

Cloak of Shade

Damp Powder

Deadeye's Lore

Cure Light Wounds

Decompose Corpse

Detect Aberration

Diagnose Disease

Detect Animals or Plants

Detect Snares and Pits

Aspect of the Falcon

* =Domain/Speciality Spell

APG:p.202

APG:p.203

APG:p.207

APG:p.209

CR:p.252

CR:p.254

APG:p.211

CR:p.263

UC:p.226

UC:p.227

UM:p.216

APG:p.215

CR:p.266

CR:p.268

UM:p.216

Touch

Personal

see description

Close (55 ft.)

Close (55 ft.)

Touch

Touch

Close (55 ft.)

Long (920 ft.)

Long (920 ft.)

Close (55 ft.)

Personal

Touch

60 ft.

Touch

CR:p.263

	Druid Spe	ells			
Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements			narmless); DC:19, Will negates (harmless)]		
Entangle	Transmutation [WoodSchool]	1 standard action	13 minutes [D]	Long (920 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ftradius spread; <i>EFFECT:</i> This spell causes ta	Ill grass, weeds, and other plants to wrap around Transmutation, EarthSchool [Earth]	foes in the area of effe 1 standard action	ct or those that enter the area. [SR:No; DC: Instantaneous	19, Reflex partial; see text] Close (55 ft.)	APG:p.220
[V, S, M (tiny shovel)] TARGET: dirt in a 5-ft. cube; EFFECT: Moves 5-ft. cubes of					
Generation 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-ftradius burst; EFFECT: A p	ale glow surrounds and outlines the subjects who Transmutation	o shed light as candles. 1 standard action	. [SR:Yes] ; CONCENTRATION:+22 130 minutes	Close (55 ft.)	APG:p.221
[V, S] TARGET: one creature; EFFECT: Ignore movement penalty in difficult terrain		I Standard action	150 minutes	Close (55 II.)	AF 0.p.221
Flare Burst (CL:14)	Evocation (Light)	1 standard action	Instantaneous	Close (60 ft.)	APG:p.223
[V] TARGET: 10-ftradius burst of light; EFFECT: This spell functions as flare, exc					
Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 13 creatures touched; EFFECT: Target takes 1d6+13 nonlet	hal cold damage and is fatigued. [SR:Yes] Transmutation	1 standard action	13 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry make	s 2d4 freshly picked berries magical. [SR:Yes]				·
Hide from Animals	Abjuration	1 standard action	130 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 13 creatures touched; EFFECT: Animals cannot sense the ward	ed creatures. [SR:Yes; DC:19, Will negates (harm Evocation, WaterSchool [Water]	lless)] 1 standard action	Instantaneous	Close (60 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: Wave of water bull rushes an energy		I Standard action	Instantaneous	Close (60 II.)	AFG.p.220
USING STARGET. Une creature of object, EFFECT. wave of water buildsness an em	Transmutation	1 standard action	13 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET: Creature touched; EFFECT: The subject gets a +10 enhancem		high jumps or long jum	nps. [SR:Yes; DC:19, Will negates (harmless		
Keen Senses	Transmutation	1 standard action	13 minutes [D]	Touch	APG:p.230
[V, M/DF (a hawk's feather)] TARGET: creature touched; EFFECT: Subject gains	+2 Perception, low-light vision. [SR:Yes (harmles Transmutation	s); DC:19, Will negates 1 immediate action	s (harmless)] instantaneous	Close (55 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an i				01030 (00 11.)	00.p.200
Longstrider	Transmutation	1 standard action	13 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; EFFECT: This spell gives you a +10 foot enhancement bo					
	Transmutation	1 standard action	13 minutes	Touch	CR:p.308
[V, S, DF] TARGET: Living creature touched; <i>EFFECT:</i> Magic fang gives one nature Magic Stone	al weapon or unarmed strike of the subject a +1 e Transmutation	enhancement bonus or 1 standard action	attack and damage rolls. [SR:Yes (harmles 30 minutes or until discharged	s); DC:19, Will negates (harmless)] Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as mai			-		
negates (harmless, object)]		-	-		
[V, S, M/DF (a pinch of alum)] TARGET: 13 creatures or objects touched; EFFEC	Transmutation	1 standard action	13 hours [D]	Close (55 ft.)	APG:p.234
V, S, M/DF (a pinch of adding) TAKGET. IS clearlines of objects touched, EFFEC	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mi	sty, stationary vapor arises around you obscuring	all sight, including dar	kvision, beyond 5 feet. [SR:No]		
D D ** <u>Obscuring Mist</u>	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mi	sty, stationary vapor arises around you obscuring Conjuration, WaterSchool (Creation)	all sight, including dar 1 standard action	kvision, beyond 5 feet. [SR:No] 13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mi				2010	010.017
Pass without Trace	Transmutation	1 standard action	13 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 13 creatures touched; EFFECT: The subject or subjects of this					
Produce Flame (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]; CONCENTRATIO Necromancy	N:+22 1 standard action	13 minutes	Close (55 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:	-			(···)	
Remove Sickness	Conjuration (Healing)	1 standard action	130 minutes; see text	Close (55 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: Suppress disease, nausea, and the sicke		,			
V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, 5] TARGET: Corpse touched, EFFECT: Skeletal corpse grows liesh. [SK:No]	Transmutation	1 standard action	13 minutes	Touch	CR:p.342
[V, S, DF] TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Y	our own nonmagical club or quarterstaff becomes	a weapon with a +1 e	nhancement bonus on attack and damage re	olls. [SR:Yes (object); DC:19, Will ne	egates
(object)]	Divination	1 standard action	13 minutes	Personal	CR:p.346
[V, S] TARGET: You; EFFECT: You can ask questions of and receive answers from				reisonai	GK.p.340
	Transmutation, EarthSchool [Earth]	1 standard action	13 minutes [D]	Personal	APG:p.247
[V, S, M (a chip of granite)] TARGET: You; EFFECT: Your unarmed strikes are le					
Summon Minor Ally	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	UM:p.241
[V, S, DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny anima	Ils. [SR:No] Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to yo					0p.004
Touch of the Sea	Transmutation, WaterSchool	1 standard action	13 minutes	Touch	APG:p.250
[V, S, M (a fish scale)] TARGET: creature touched; EFFECT: Swim speed become					110
Weaken Powder	Transmutation	1 standard action	instantaneous	Close (55 ft.)	UC:p.249
[V, S, M/DF (an empty paper cartridge)] TARGET: 1 loaded firearm; EFFECT: Ta	-			UC:19, Will negates (object)]	
	/EL 2 / Per Day:6+1 .	/ Caster L	.evel:13		
Name	School	Time	Duration	Range	Source

Name	School	Time	Duration	Range	Source
Accelerate Poison	Transmutation, WaterSchool [Poison]	1 standard action	Instantaneous	Touch	APG:p.201
[V, S, M (a thorn)] TARGET: creature touched; EFFECT: Hastens targeted poison's	onset [SR:Yes; DC:20, Fortitude negates]				
Animal Aspect	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal	UC:p.222
[V, S, M/DF (a part of the animal)] TARGET: You; EFFECT: You gain some of the	peneficial qualities of an animal. [SR:Yes (harmle	ss)]			
Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (55 ft.)	CR:p.241
[V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a	spot you designate. [SR:Yes; DC:20, None; see	ext]			
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; EFFECT: Your s	waying motions and music [or singing, or chanting	g] compel animals and	magical beasts to do nothing but watch you	[SR:Yes; DC:20, Will negates]	
Ant Haul (Communal)	Transmutation	1 standard action	26 hours	Touch	UC:p.223
[V, S, M/DF (a small pulley)] TARGET: creatures touched; EFFECT: As ant haul, b	ut you may divide the duration among creatures to	ouched. [SR:Yes (harm	less); DC:20, Fortitude negates (harmless)]		
Aspect of the Bear	Transmutation (Polymorph)	1 standard action	13 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; EFFECT: +2 AC and combat maneuver rolls.					
Barkskin	Transmutation	1 standard action	130 minutes	Touch	CR:p.246
[V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creatur	e's skin granting a +5 enhancement bonus to the	creature's existing natu	Iral armor bonus. [SR:Yes (harmless)]		
Bear's Endurance	Transmutation	1 standard action	13 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains greater	ater vitality and stamina granting the subject a +4	enhancement bonus to	Constitution. [SR:Yes; DC:20, Will negates	(harmless)]	
Bull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger g	granting a +4 enhancement bonus to Strength. [SI	R:Yes (harmless); DC:	20, Will negates (harmless)]		

	Druid Spe	ells			
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; EFFECT: Inflict 1c Campfire Wall (CL:14)	d6 fire damage to creature. [SR:Yes; DC:22, Fortitu Evocation, FireSchool [Fire, Light]	ide negates (see text)] ; 1 standard action	; CONCENTRATION:+22 28 hours; see below [D]	Close (60 ft.)	APG:p.210
[V, S, M/DF (ash made from burnt thorns)] TARGET: 20-ftradius sphere center	ered on fire source; EFFECT: Creates a shelter aro Transmutation [WoodSchool]	und a campfire. [SR:Ye 1 standard action	es] ; CONCENTRATION:+22 13 minutes	Touch	CR:p.252
[V, S, M] TARGET: Creature touched; EFFECT: The transmuted creature become	es more graceful, agile, and coordinated granting a Transmutation	+4 enhancement bonu 1 standard action		(harmless)] Touch	UC:p.225
[V, S, M/DF (a tiny ball of tar)] TARGET: creature touched; EFFECT: The Sub			130 minutes [D] ompetence bonus on Climb chec		
balance, and to CMD against bull rush, drag, reposition, ar competence bonus on Acrobatics and Climb checks and to			et is also immune to the disarm of	combat maneuver. You g	jain a +4
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 (object); DC:20, Will negates (object)]	• •			,	•
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes temporar	Conjuration (Healing) ily immune to poison. [SR:Yes (harmless); DC:20,	1 standard action Fortitude negates (harm	13 hours nless)]	Touch	CR:p.265
V, S, DFJ TARGET: magical sensor; EFFECT: Creates a magical sensor high ab	Divination	1 minute	13 minutes [D]	Long (920 ft.)	APG:p.217
Elemental Speech	Divination, AirSchool, EarthSchool, FireSch	1 standard action	13 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; EFFECT: Enables you to speak to elemen Endure Elements (Communal)	tals and some creatures. Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may c	divide the duration among creatures touched. [SR: Transmutation [Curse]	Yes (harmless); DC:20, 1 standard action	Will negates (harmless)] 26 days [D]	Close (55 ft.)	APG:p.220
[V, S, M (a pinch of ash)] TARGET: one creature; EFFECT: A target starves with	n an insatiable hunger. [SR:Yes; DC:20, Fortitude r	negates]			
V, S, M] TARGET: Object touched; EFFECT: Fire trap creates a fiery explosion v	Abjuration, FireSchool [Fire] when an intruder opens the item that the trap protect	10 minutes cts. [SR: Yes: DC: 20. Re	Permanent until discharged [D] eflex half: see text]	Touch	CR:p.282
Elame Blade (CL:14)	Evocation [Fire]	1 standard action	14 minutes [D]	0 ft.	CR:p.283
[V, S, DF] TARGET: Sword-like beam; EFFECT: A 3-foot-long, blazing beam of re Flaming Sphere (CL:14)	ed-hot fire springs forth from your hand. [SR:Yes] ; Evocation, FireSchool [Fire]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft-diameter sphere; EFFECT: A burning globe of fire rol	Is in whichever direction you point and burns those Conjuration, WaterSchool (Creation)	it strikes. [SR:Yes; DC 1 standard action	:22, Reflex negates]; CONCENTRATION:+2 130 minutes	22 Medium (230 ft.)	CR:p.284
[V, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out f		1 standard action	130 minutes	Medium (230 ft.)	CBip 294
[V, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out f	Conjuration, WaterSchool (Creation) from the point you designate. [SR:No]	I standard action	130 minutes	Medium (230 ft.)	CR:p.284
[V, S, M (a pinch of manure)] TARGET: one willing living creature per three leve	Abjuration	1 round	13 minutes	Close (55 ft.)	UC:p.230
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 Frost Fall (CL:14)	is staggered. [SR:Yes] ; CONCENTRATION:+22 Evocation [Cold]	1 standard action	7 rounds	Close (60 ft.)	UC:p.230
[V, S] TARGET: 5-foot radius burst; EFFECT: The area is covered in a chilling fro	st. [SR:Yes; DC:22, Fortitude partial]; CONCENT Transmutation, AirSchool	RATION:+22 1 standard action	until landing or 13 minutes [D]	Personal	APG:p.225
[V, S, M/DF (a leaf)] TARGET: You; EFFECT: You take no falling damage, move	e 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; EFFECT: This spell creates a	a severe blast of air [app	proximately 50 mph] that originates from you	, affecting all creatures in its path.	[SR:Yes;
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the e DC:22, Fortitude negates]; CONCENTRATION:+22	extreme of the range; EFFECT: This spell creates a Transmutation [Fire, MetalSchool]	a severe blast of air [app 1 standard action	proximately 50 mph] that originates from you. 7 rounds	affecting all creatures in its path. Close (55 ft.)	[SR: Yes; CR:p.294
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the	Transmutation [Fire, MetalSchool]	1 standard action	7 rounds	Close (55 ft.)	CR:p.294
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the eDC:22, Fortitude negates] ; CONCENTRATION:+22 Heat Metal [V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wit [SR:Yes (object); DC:20, Will negates (object)] Hold Animal	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of m Enchantment (Compulsion) [Mind-Affecting	1 standard action etal, all of which must be	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text	Close (55 ft.)	CR:p.294
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the e DC:22, Fortitude negates] ; CONCENTRATION:+22 Heat Metal [V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wi [SR:Yes (object); DC:20, Will negates (object)]	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of m Enchantment (Compulsion) [Mind-Affecting	1 standard action etal, all of which must be	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text	Close (55 ft.)	CR:p.294 ed-hot.
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the eDc:22, Fortitude negates]; CONCENTRATION:+22 Heat Metal [V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wit [SR:Yes (object)] Hold Animal [V, S] TARGET: One animal; EFFECT: This spell functions like hold person, exceeded and the second second	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of mo Enchantment (Compulsion) [Mind-Affecting up that it affects an animal instead of a humanoid. Transmutation	1 standard action etal, all of which must be] SR:Yes; DC:20, Will ne 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds	Close (55 ft.) causes metal objects to become re	CR:p.294 ed-hot. CR:p.296
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the educity. Fortitude negates]; CONCENTRATION:+22 [V] Heat Metal [V, S, D] TARGET: Metal equipment of one creature per two levels, no two of wit [SR:Yes (object); DC:20, Will negates (object)] [V] Hold Animal [V, S, D] TARGET: Metal equipment of one creature per two levels, no two of wit [SR:Yes (object); DC:20, Will negates (object)] [V] Hold Animal [V, S, J] TARGET: One animal; EFFECT: This spell functions like hold person, excee [V] S, Lockjaw [V, S, M] (sticky tree gum)] TARGET: creature touched; EFFECT: Gives creature [V] N, She (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation ag tab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of	1 standard action atal, all of which must be] SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No]	7 rounds e within a 30-ft. circle; <i>EFFECT:</i> Heat metal of 13 rounds [D]; see text eggates; see text] 13 rounds eggates (harmless)] Instantaneous	Close (55 ft.) causes metal objects to become re Touch	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the eDC:22, Fortitude negates]; CONCENTRATION:+22 Heat Metal [V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wt SR: Yes (object); DC:20, Will negates (object)) Hold Animal [V, S] TARGET: One animal; EFFECT: This spell functions like hold person, excee Lockjaw [V, S, M (sticky tree gum)] TARGET: creature touched; EFFECT: Gives creature [V, S, M (sticky tree gum)] TARGET: one weapon, suit of armor, tool, or skill kit touched [V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched [V, S, M (a handful of pebbles dropped one by one onto the ground)] TARGET 	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting up that it affects an animal instead of a humanoid. [Transmutation g grab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of Transmutation T: creature touched; EFFECT: +1 on damage rolls	1 standard action atal, all of which must be J SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one, [SR:No] 1 standard action with each hit 5. [SR:Ye	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless	Close (55 ft.) causes metal objects to become re Touch Touch Touch	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edb DC:22, Fortitude negates]; CONCENTRATION:+22 Heat Metal [V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wit [SR:Yes (object); DC:20, Will negates (object)] Hold Animal [V, S, J TARGET: One animal: EFFECT: This spell functions like hold person, excee Lockjaw [V, S, M (sticky tree gum)] TARGET: creature touched; EFFECT: Gives creature [W] Masterwork Transformation [V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of mo Enchantment (Compulsion) [Mind-Affecting up that it affects an animal instead of a humanoid. [Transmutation g grab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation	1 standard action atal, all of which must bu J SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude nu 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless): DC :20, Will negates (harmless 13 minutes	Close (55 ft.) causes metal objects to become re Touch Touch	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the sequence of the sequence o	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting of that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison]	1 standard action atal, all of which must bu J SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude nu 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless): DC :20, Will negates (harmless 13 minutes	Close (55 ft.) causes metal objects to become re Touch Touch Touch	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the sequence of the sequence o	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation : grab ability with a natural attack. [SR:Yes (harmle Transmutation : EFFECT: Make a normal item into a masterwork in Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation somes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease]	1 standard action etal, all of which must be gl SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5, [SR:Ye 1 standard action fisdom. [SR:Yes; DC:20 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)]	Close (55 ft.) causes metal objects to become re Touch Touch))] Touch	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by C:22, Fortitude negates]; CONCENTRATION:+22 [V, S, D] TARGET: Metal equipment of one creature per two levels, no two of wits SR:Yes (object); DC:20, Will negates (object)] [V, S, D] TARGET: Metal equipment of one creature per two levels, no two of wits SR:Yes (object); DC:20, Will negates (object)] [V, S, D] TARGET: One animal; EFFECT: This spell functions like hold person, excee [V, S, M (sticky tree gum)] TARGET: creature touched; EFFECT: Gives creature [V, S, M (sticky tree gum)] TARGET: one weapon, suit of armor, tool, or skill kit touched [V, S, M (anandrul of pebbles dropped one by one onto the ground)] TARGEE [V, S, M (a handrul of pebbles dropped one by one onto the ground)] TARGEE [V, S, M (Starget): Creature touched; EFFECT: The transmuted creature bec [V, S, M (a FF C): Creature touched; EFFECT: The transmuted creature bec [V, S, M (a FF C): Creature touched; EFFECT: Target takes a -4 penalty again 	Transmutation [Fire, MetalSchool] nich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation : grab ability with a natural attack. [SR:Yes (harmle Transmutation : EFFECT: Make a normal item into a masterwork in Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation somes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease]	1 standard action etal, all of which must be gl SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5, [SR:Ye 1 standard action fisdom. [SR:Yes; DC:20 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text sgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds as (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes	Close (55 ft.) causes metal objects to become re Touch Touch Touch))] Touch Touch	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the sequence of the sequence o	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting of that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation CT: This spell functions like reduce person, except	1 standard action atal, all of which must be 1 standard action ss); DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text gates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR :No]	Close (55 ft.) causes metal objects to become re Touch Touch Touch)) Touch Close (55 ft.) Touch	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe wind the severe wind the severe wind the severe severe wind the severe severe wind the severe severe severe severe the severe severe severe the severe severe severe severe the severe sev	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation ag ab ability with a natural attack. [SR:Yes (harmle Transmutation ; EFFECT: Make a normal item into a masterwork of Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation T: creature touched; EFFECT: +1 on damage rolls Transmutation somes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has 4 Dex. [SR:Yes; DC:20, Fortit Transmutation C7: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireScho	1 standard action etal, all of which must be 1] SR:Yes; DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Yes 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v hof 1 standard action of five energy types yo	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text agates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.)	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.334
 [V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the sequence of the sequence o	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation ag ab ability with a natural attack. [SR:Yes (harmle Transmutation ; <i>EFFECT:</i> Make a normal item into a masterwork of Transmutation T: creature touched; <i>EFFECT:</i> +1 on damage rolls Transmutation T: creature touched; <i>EFFECT:</i> +1 on damage rolls Transmutation somes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation C7: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing)	1 standard action etal, all of which must be 1 standard action ssy; DC:20, Will ne 1 standard action ssy; DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v hof 1 standard action of five energy types yo 3 rounds	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text agates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds ss (harmless); DC:20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR:No] 130 minutes u select. [SR:Yes (harmless); DC:20, Fortitu Instantaneous	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch de negates (harmless)] Touch	CR:p.294 ed-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.334 CR:p.334
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the eDC:22, Fortitude negates] : CONCENTRATION:+22 Image: Concentration Image: Concentration V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wt (SR:Yes (object); DC:20, Will negates (object)) Image: Concentration V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of wt (SR:Yes (object); DC:20, Will negates (object)) Image: Concentration V, S, TARGET: One animal; EFFECT: This spell functions like hold person, excent in the concentration Image: Concentration V, S, M (setext) tree gum)] TARGET: creature touched; EFFECT: Gives creature Image: Concentration V, S, M (setext) tree gum)] TARGET: creature touched; EFFECT: Gives creature Image: Concentration V, S, M (setext) tree gum)] TARGET: creature touched; EFFECT: The transmuted creature beccentration Image: Concentration V, S, M (ahandful of pebbles dropped one by one onto the ground)] TARGET Image: Concentration V, S, MDF] TARGET: Creature touched; EFFECT: The transmuted creature beccentration Image: Concentration V, S, DF] TARGET: Creature touched; EFFECT: Target takes a -4 penalty again Image: Concentration V, S, DF] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECH Image: Concentration V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature Image: Concentration	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation argab ability with a natural attack. [SR:Yes (harmle Transmutation ; <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation CT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Heating) s any magical effects reducing one of negates (harmless)]	1 standard action atal, all of which must be 3] SR:Yes; DC:20, Will ne 1 standard action ss; DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v hof standard action of five energy types yo 3 rounds the subject's ab	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 noinutes 13 noinutes 13 noinutes 13 noinutes 13 noinutes u select. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch de negates (harmless)) Touch de negates (harmless))	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.334 CR:p.334 APG:p.334
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe provided and the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe severe severe wind the severe severe severe wind the severe severes	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation T: creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation ormes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation GT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of negates (harmless)] Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to	1 standard action atal, all of which must be 1 standard action ss); DC:20, Will ne 1 standard action ss); DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action 1 standard action that it affects a single v ho1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action 1 standard action of standard action of standard action f the subject's ab 1 standard action b follow. [SR:Yes (harm	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless): DC :20, Will negates (harmless 13 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours 13 hours	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch de negates (harmless)] Touch of temporary ability dama Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.334 CR:p.334 age to APG:p.241
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanation in the severe wind the severe severe the severe severe the severe severe wind the severe s	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmler Transmutation :: <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation :: <i>creature</i> touched; <i>EFFECT</i> : +1 on damage rolls Transmutation :: creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation ormes wiser gaining a +4 enhancement bonus to W. Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Forthit Transmutation CT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) st any magical effects reducing one of negates (harmless)) Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination	1 standard action atal, all of which must be atal, all of which must be 1 SR:Yes; DC:20, Will ne 1 standard action so;) DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action of five energy types yo 3 rounds the subject's ab 1 standard action 5 follow. [SR:Yes (harm 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text gates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds as (harmless); DC:20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 hours [D] willing animal. [SR:No] 130 minutes u select. [SR:Yes (harmless); DC:20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours less); DC:20, Fortitude negates (harmless)] 24 hours	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch de negates (harmless)) Touch of temporary ability dama	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.334 CR:p.334 APG:p.334
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe severe the severe the severe to the severe to the severe severe the severe to the subject and the severe severe severe the severe to the subject and the severe severe to the severe to the severe severe the severe the severe the severe to the severe the severe severe the severe the severe to the severe the severe the severe the severe severe the severe severe the severe severe severe severe severe the severe s	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation Transmutation Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation : creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation GT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) st any magical effects reducing one of negates (harmless)) Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water	1 standard action atal, all of which must bu 3 standard action ss; DC:20, Fortitude ne 1 hour 1 hour 1 hour 1 hour 1 hour 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action of five energy types yoo 3 rounds 1 standard action 1 standard action of five energy types yoo 3 rounds 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] Willing animal. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours 13 hours es (harmless)] 130 minutes	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch de negates (harmless)] Touch of temporary ability dama Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.334 CR:p.334 age to APG:p.241
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe wind the severe wind the severe severe wind the severe severe wind the severe severe wind the severe severe severe the severe seve	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting of that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation T: creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation ormes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation Cf: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci le limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of legates (harmless)] Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination et understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation [Earth]	1 standard action atal, all of which must be 1 standard action ss); DC:20, Will ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye] 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v ho1 standard action that it affects a single v ho1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action o follow. [SR:Yes (harm 1 standard action b follow. [SR:Yes (harm 1 standard action 1 standard action sets); DC:20, Will negate 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless): DC :20, Will negates (harmless) 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 hours [D] willing animal. [SR :No] 130 minutes 13 hours 13 hours 13 hours 14 hours es (harmless)] 24 hours es (harmless)] 130 minutes [D] vist)] Instantaneous	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch de negates (harmless)) Touch of temporary ability dama Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 APG:p.231 APG:p.236 CR:p.330 CR:p.334 APG:p.241 APG:p.241 APG:p.243
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe provided and the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe has a severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind the severe wind the severe wind the severe wind the severe	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting of that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation T: creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation ormes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation Cf: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci le limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of legates (harmless)] Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination et understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation [Earth]	1 standard action atal, all of which must be 1 standard action ss); DC:20, Will ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye] 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v ho1 standard action that it affects a single v ho1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action o follow. [SR:Yes (harm 1 standard action b follow. [SR:Yes (harm 1 standard action 1 standard action sets); DC:20, Will negate 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless): DC :20, Will negates (harmless) 13 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR :No] 130 minutes 13 hours 13 hours 14 hours es (harmless)] 24 hours es (harmless)] 130 minutes [D] vist)] Instantaneous	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.334 age to APG:p.241 APG:p.243 APG:p.243
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by a severe wind the edited by a severe	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation argab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation : <i>creature touched; EFFECT:</i> +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation CT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireScl e limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of hegates (harmless)) Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation an vertical surfaces or even traverse ceilings as w	1 standard action atal, all of which must built 3] SR:Yes; DC:20, Will ne 1 standard action ss; DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action in that it affects a single v hof standard action of five energy types yo 3 rounds f the subject's ab 1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action of ollow. [SR:Yes (harm 1 standard action of ollow. [SR:Yes (harm 1 standard action area is softened. [SR:N 1 standard action area is softened. [SR:N 1 standard action ell as a spider does. [SI	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] willing animal. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours less); DC :20, Fortitude negates (harmless)] 24 hours es (harmless)] 130 minutes [D] uss)] Instantaneous Io] 130 minutes R:Yes (harmless); DC :20, Will negates (harmless)	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.334 CR:p.334 APG:p.241 APG:p.243 APG:p.243 APG:p.244 CR:p.345 CR:p.347
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe provided and the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe severe the severe severe the severe severe severe the severe severe severe the severe severes severe severes	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation a grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT:</i> Make a normal item into a masterwork of Transmutation T: creature touched; <i>EFFECT:</i> +1 on damage rolls Transmutation ormes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation Cf: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireScl e limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of legates (harmless)] Transmutation n 30 ft. apart; <i>EFFECT:</i> Trail: Leave trail for allies to Divination et understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, EarthSchool (Creation) [Earth] SR:No]	1 standard action atal, all of which must be 1 standard action ss; DC:20, Will ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Yei 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action that it affects a single v ho1 standard action that it affects a single v ho1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action 1 standard action o follow. [SR:Yes (harm 1 standard action 1 standard action 1 standard action so follow. [SR:Yes (harm 1 standard action a tandard action 1 standard action a tandard action so; DC:20, Will negat 1 standard action Reflex negates (harmle 1 standard action area is softened. [SR:N 1 standard action 1 standard action 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless) 13 minutes 13 minutes 13 minutes 13 minutes 13 nours [D] willing animal. [SR :No] 130 minutes 13 hours [D] willing animal. [SR :No] 130 minutes 13 hours [D] willing animal. [SR :No] 130 minutes 13 hours [D] willing animal. [SR :No] 130 minutes 13 hours 13 hours 14 hours es (harmless)] DC :20, Fortitue negates (harmless)] 24 hours es (harmless)] 130 minutes [D] vist)] Instantaneous 130 minutes (D] 130 minutes R :Yes (harmless); DC :20, Will negates (harm 13 rounds	Close (55 ft.) Touch Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.330 CR:p.334 APG:p.243 APG:p.243 APG:p.243 APG:p.244 CR:p.345 CR:p.347
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe provided and the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind the severe to the severe to uched; <i>EFFECT</i> : The transmuted creature to the severe wind the severe severe to the severe to the severe severe to uched; <i>EFFECT</i> : the severe to the severe severe to uched; <i>EFFECT</i> : the severe severe severe the severe severe to uched; <i>EFFECT</i> : the severe severe severe the severe seves	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of mo Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation grab ability with a natural attack. [SR:Yes (harmle Transmutation ; <i>EFFECT:</i> Make a normal item into a masterwork of Transmutation Transmutation Transmutation Transmutation Transmutation creature touched; <i>EFFECT:</i> +1 on damage rolls Transmutation toreature touched; <i>EFFECT:</i> +1 on damage rolls Transmutation storeas wiser gaining a +4 enhancement bonus to W Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation Cf: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) any magical effects reducing one of negates (harmless)] Transmutation no 10. th, apt: <i>EFFECT:</i> Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harml Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, EarthSchool (Creation) [Earth] sthol SR:No] SR:No]	1 standard action stal, all of which must be J SR:Yes; DC:20, Will net 1 standard action ss); DC:20, Fortitude ne 1 hour 1 standard action 1 standard action Reflex negates (harmle 1 standard action area is softened. [SR:N 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text egates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds as (harmless); DC :20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] willing animal. [SR:No] 130 minutes u select. [SR:Yes (harmless); DC :20, Fortitu Instantaneous ility scores or cures 1d4 points of 13 hours less); DC :20, Fortitude negates (harmless)] 24 hours es (harmless)] 130 minutes [D] uss)] Instantaneous ko] 130 minutes R:Yes (harmless); DC :20, Will negates (harm 13 rounds 13 rounds [D]	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.334 CR:p.334 APG:p.243 APG:p.243 APG:p.244 CR:p.345 CR:p.347
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe wind emanating out from you to the edited by the severe wind the	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation grab ability with a natural attack. [SR:Yes (harmle Transmutation ; <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation GT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) st any magical effects reducing one of negates (harmless)) Transmutation an 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T; Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, EarthSchool (Creation) [Earth] SR:No] Conjuration (Summoning) ummon nature's ally I, except that you summon on Conjuration (Summoning)	1 standard action atal, all of which must bu 3 SR:Yes; DC:20, Will ne 1 standard action ss; DC:20, Fortitude ne 1 hour 1 hour 1 hour 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action of five energy types yo 3 rounds 1 standard action of five energy types yo 3 rounds 1 standard action 1 standard action 2 store is softened. [SR:Ye 1 standard action 1 round 2 nord	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless) 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] willing animal. [SR:No] 130 minutes u select. [SR:Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours 13 hours 13 hours 13 hours 13 hours es (harmless)] 130 minutes Es (harmless)] 130 minutes 130 minutes (b] 130 minutes R:Yes (harmless); DC :20, Will negates (harm 13 rounds 13 rounds [D] 143 1st-level creatures of the same kind. [SF Concentration + 2 rounds	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.330 CR:p.334 APG:p.243 APG:p.243 APG:p.243 APG:p.244 CR:p.345 CR:p.347
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind the severe seve	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting opt that it affects an animal instead of a humanoid. [Transmutation grab ability with a natural attack. [SR:Yes (harmle Transmutation ; <i>EFFECT</i> : Make a normal item into a masterwork of Transmutation Transmutation Transmutation creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison. [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation GT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) st any magical effects reducing one of negates (harmless)) Transmutation an 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harmle Conjuration, WaterSchool (Creation) [Water T; Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, EarthSchool (Creation) [Earth] SR:No] Conjuration (Summoning) ummon nature's ally I, except that you summon on Conjuration (Summoning)	1 standard action atal, all of which must bu 3 SR:Yes; DC:20, Will ne 1 standard action ss; DC:20, Fortitude ne 1 hour 1 hour 1 hour 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action of five energy types yo 3 rounds 1 standard action of five energy types yo 3 rounds 1 standard action 1 standard action 2 store is softened. [SR:Ye 1 standard action 1 round 2 nord	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text orgates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless) 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] willing animal. [SR:No] 130 minutes u select. [SR:Yes (harmless); DC :20, Fortitu Instantaneous illity scores or cures 1d4 points of 13 hours 13 hours 13 hours 13 hours 13 hours es (harmless)] 130 minutes Es (harmless)] 130 minutes 130 minutes (b] 130 minutes R:Yes (harmless); DC :20, Will negates (harm 13 rounds 13 rounds [D] 143 1st-level creatures of the same kind. [SF Concentration + 2 rounds	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.334 APG:p.241 APG:p.241 APG:p.243 APG:p.244 CR:p.345 CR:p.345 CR:p.347 APG:p.247
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind the severe wind emanating out form you to the edited by the severe wind the severe severe and the severe wind the severe to the severe the severe to the severe to the severe to the severe severe and the severe severe to the severe severe to the severe severe to the severe severe to the severe to the severe severe to the severe to the severe to the severe severe to the severe severe to the severe s	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of me Enchantment (Compulsion) [Mind-Affecting of that it affects an animal instead of a humanoid. [Transmutation are abability with a natural attack. [SR:Yes (harmle Transmutation 7: creature touched; <i>EFFECT</i> : +1 on damage rolls Transmutation Transmutation Transmutation comes wiser gaining a +4 enhancement bonus to W Necromancy [Poison] st poison, [SR:Yes] Necromancy [Disease] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation G7: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireScl e limited protection from damage of whichever one Conjuration (Healing) s any magical effects reducing one of legates (harmless)] Transmutation n 30 ft. apart; <i>EFFECT</i> : Trail: Leave trail for allies to Divination et understands chosen language. [SR:Yes (harml Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, EarthSchool (Creation) [Earth] SR:No] Conjuration, Salty I, except that you summon on Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice], w Transmutation	1 standard action atal, all of which must built 3 SR:Yes; DC:20, Will ne 1 standard action sis; DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action in that it affects a single v ho1 standard action of five energy types yo 3 rounds f the subject's ab 1 standard action 5 follow. [SR:Yes (harmle 1 standard action 5 follow. [SR:Yes (harmle 1 standard action 6 follow. [SR:Yes (harmle 1 standard action 8 softened. [SR: 1 standard action Reflex negates (harmle 1 standard action area is softened. [SR: 1 standard action 1 round which attacks all other c	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text gates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds es (harmless); DC :20, Will negates (harmless) 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 hours [D] willing animal. [SR :No] 130 minutes u select. [SR :Yes (harmless); DC :20, Fortitu Instantaneous ility scores or cures 1d4 points of 13 hours less); DC :20, Fortitude negates (harmless)] 24 hours es (harmless)] 130 minutes [D] less)] Instantaneous koj 131 minutes 130 minutes (b] 130 minutes R:Yes (harmless); DC :20, Will negates (harm 13 rounds 13 rounds [D] 143 1st-level creatures of the same kind. [SF Concentration + 2 rounds reatures within its area. [SR :No]	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 UM:p.231 APG:p.236 CR:p.330 CR:p.330 CR:p.334 age to APG:p.241 APG:p.243 APG:p.243 APG:p.243 APG:p.244 CR:p.345 CR:p.354
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind emanating out from you to the edited by the severe wind the severe wind emanating out from you to the edited by the severe severe severe by the severe severes severe severe sev	Transmutation [Fire, MetalSchool] hich can be more than 30 ft. apart; or 325 lbs. of mu Enchantment (Compulsion) [Mind-Affecting pt that it affects an animal instead of a humanoid. [Transmutation grab ability with a natural attack. [SR:Yes (harmle Transmutation : <i>EFFECT:</i> Make a normal item into a masterwork of Transmutation Transmutation Transmutation Transmutation Transmutation : <i>creature touched; EFFECT:</i> +1 on damage rolls Transmutation stopion. [SR:Yes] Necromancy [Diesae] s sickened and has -4 Dex. [SR:Yes; DC:20, Fortit Transmutation GT: This spell functions like reduce person, except Abjuration, AirSchool, EarthSchool, FireSci e limited protection from damage of whichever one Conjuration (Healing) any magical effects reducing one of negates (harmless)] Transmutation an 30 ft. apart; <i>EFFECT:</i> Trail: Leave trail for allies to Divination ect understands chosen language. [SR:Yes (harml Conjuration, WaterSchool (Creation) [Water T: Wave boosts creature's speed. [SR:No; DC:20, Transmutation on vertical surfaces or even traverse ceilings as w Conjuration, (Summoning) ummon nature's ally I, except that you summon on Conjuration (Summoning) unmon nature's ally I, except that you summon on Conjuration (Summoning) on a swarm of bats, rats, or spiders [your choice], v Transmutation zes its Dex. [SR:No] Transmutation [WoodSchool]	1 standard action atal, all of which must bu 3 SR:Yes; DC:20, Will ne 1 standard action ss; DC:20, Fortitude ne 1 hour one. [SR:No] 1 standard action with each hit 5. [SR:Ye 1 standard action 1 standard action of five energy types yo 5 rounds 5 the subject's ab 1 standard action 1 standard action 2 sounds 2 the subject's ab 1 standard action area is softened. [SR:Yes (harmle 1 standard action area is softened. [SR:Yes 1 standard action area is softened. [SR:Yes 1 standard action 1 round 2 nound 2 nound 2 nound 1 standard action 1 round 1 standard action 1 standard action	7 rounds e within a 30-ft. circle; <i>EFFECT</i> : Heat metal of 13 rounds [D]; see text ggates; see text] 13 rounds egates (harmless)] Instantaneous 13 rounds as (harmless); DC:20, Will negates (harmless 13 minutes 0, Will negates (harmless)] 130 minutes 13 minutes 13 minutes 13 nours [D] Willing animat. [SR:No] 130 minutes 13 ours [D] Willing animat. [SR:No] 130 minutes 13 hours [D] 130 minutes 13 hours 5 13 hours 13 hours 13 hours 13 hours 13 nours 13 rounds 13 rounds 13 rounds [D] 143 1st-level creatures of the same kind. [SF Concentration + 2 rounds reatures within its area. [SR:No] Instantaneous 13 hours [D]	Close (55 ft.) causes metal objects to become re Touch Touch Touch Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.) Close (55 ft.)	CR:p.294 ad-hot. CR:p.296 APG:p.232 UM:p.228 APG:p.233 CR:p.318 APG:p.231 APG:p.231 CR:p.334 CR:p.334 CR:p.334 APG:p.241 APG:p.244 CR:p.345 CR:p.347 CR:p.354 CR:p.354

	Druid Spel	s			
Unshakable Chill	Necromancy [Cold]		130 minutes; see text	Close (55 ft.)	UM:p.246
[V, S, M] TARGET: One creature; EFFECT: Target is afflicted with severe cold. [SR Warp Wood	Yes; DC:20, Fortitude negates (see text)] Transmutation	1 standard action	Instantaneous	Close (55 ft.)	CR:p.368
[V, S] TARGET: 13 Small wooden objects, all within a 20-ft. radius; EFFECT: You ca	ause wood to bend and warp, permanently destro	ving its straightness, for	rm, and strength. [SR:Yes (object); DC:20,	Will negates (object)]	
 Wartrain Mount [V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains comba 	Enchantment (Compulsion) [Mind-Affecting] at training. [SR:Yes]	1 minute	13 hours	Close (55 ft.)	UM:p.248
Web Shelter	Conjuration (Creation)	1 minute	13 hours [D]	Close (55 ft.)	UM:p.249
[V, S, DF] TARGET: 5 ft10 ft. diameter web sphere or 5 ft20 ft. hemisphere; EFFI	Transmutation		13 rounds	30ft.	UC:p.249
[V, S] TARGET: 30-ftradius emanation, centered on you; EFFECT: Nearby plants a Wind Wall (CL:14)	aid you in combat. [SR:No] 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 invisit				M. F (040 (t))	00.070
[V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invisi	Evocation, AirSchool [Air, WoodSchool] ble vertical curtain of wind appears. [SR:Yes; DC:	1 standard action 22, None; see text] ; C(14 rounds DNCENTRATION:+22	Medium (240 ft.)	CR:p.370
V. S, DF] TARGET: One touched piece of wood no larger than 23 cu. ft.; EFFECT:	Transmutation		Instantaneous	Touch	CR:p.370
		Caster Le		i), DC.20, Will negates (object)]	
Name	School	Time	Duration	Range	Source
Animal Aspect (Greater)	Transmutation (Polymorph)				UC:p.223
TARGET: ; EFFECT: As animal aspect, but you gain two animal qualities.	Transmutation (Polymorph)	1 standard action	13 hours	Touch	UM:p.206
[V, S, M] TARGET: Animal touched; EFFECT: Animal becomes bipedal. [SR:Yes; D	C:21, Fortitude negates] 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-ftdiameter sphere; EF			13 rounds	Lana (000 #)	104-5 207
[V, S, M/DF] TARGET: Cylinder 40; EFFECT: Hamper vision and movement. [SR:N		1 standard action	13 IUUIUS	Long (920 ft.)	UM:p.207
[V, S] TARGET: 4 weapons; EFFECT: Weapons are keen while you concentrate. [S	Transmutation		Concentration	Close (55 ft.)	UM:p.207
	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. [Si	R:Yes (harmless); DC:21, Will negates (harmless) Conjuration [Acid]		Instantaneous	Close (55 ft.)	UM:p.210
[V, S] TARGET: 10-ftradius burst; EFFECT: Burst deals 3d6 damage and 1d6 acid	. [SR:Yes; DC:21, Reflex half] Evocation [Electricity]	1 round	14 minutes	Medium (240 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ftlong vertical lines of lightning; EFFECT: Imme				. ,	
vertical bolt of lightning that deals 3d6 points of electricity da		TRATION:+22	14 minutes	Medium (240 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ftlong vertical lines of lightning; EFFECT: Imme					
vertical bolt of lightning that deals 3d6 points of electricity da	• •		13 minutes	Close (55 ft.)	APG:p.211
[V, S] TARGET: one living creature; EFFECT: Creates screen of strong wind around	you. [SR:Yes (harmless); DC:21, Fortitude negative	es (harmless)]			· ·
[V] TARGET: Up to 26 HD of plant creatures, no two of which can be more than 30 f	· ·	1 standard action ree of control over one	13 days or more plant creatures. [SR:Yes; DC:21, V	Close (55 ft.) Nill negates]	CR:p.257
[V, S] TARGET: Your animal companion; EFFECT: You can talk with your animal companion;	Enchantment (Charm) [Mind-Affecting]	1 standard action	13 minutes	Close (55 ft.)	UC:p.226
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 creat:	ure; EFFECT: Creates treasure map out of a creater Transmutation [Curse]	ture's corpse. [SR:No] 1 standard action	13 days [D]	Close (55 ft.)	APG:p.214
[V, S, M (a pinch of dust)] TARGET: one creature; EFFECT: Causes a creature to			Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living c	reature, you channel positive energy that cures 20				see text]
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this s	Evocation [Light]	1 standard action	140 minutes [D] CONCENTRATION:+22	Touch	CR:p.264
Delay Poison (Communal)	Conjuration (Healing)	1 standard action	13 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may divi	Ide the duration among creatures touched. [SR:Ye Transmutation	s (harmless); DC:21, F 1 standard action	ortitude negates (harmless)] Instantaneous	See text	CR:p.270
[V, S, DF] TARGET: Or Area see text; <i>EFFECT</i> : This spell has two versions: Prune Dispel Magic	. ,	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: YOU CAN USE d	ispel magic to end one ongoing spe				
abilities of a magic item, or to counter another spellcaster's s	pell. [SR:No] Enchantment (Compulsion) [Mind-Affecting]	1 round	13 rounds	Close (55 ft.)	CR:p.273
[V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted	animal and direct it with simple commands such		"Fetch". [SR:Yes; DC:21, Will negates] 130 minutes	Close (55 ft.)	APG:p.221
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFEC	CT: As feather step, except this spell affects multip	le creatures. [SR:Yes;	DC:21, Fortitude negates (harmless)]		
[V, S] TARGET: Creature touched; EFFECT: Target takes bleed from attacks. [SR:)	Necromancy [Disease] (es: DC:21, Fortitude negates]	1 standard action	1d3 days	Touch	UM:p.221
Gaseous Form	Transmutation, AirSchool		26 minutes [D]	Touch	CR:p.287
[S, M/DF] TARGET: Willing corporeal creature touched; <i>EFFECT</i> : The subject and a Gaseous Form	all its gear become insubstantial, misty, and transle Transmutation, AirSchool		26 minutes [D]	Touch	CR:p.287
[S. MOF] TARGET: Willing corporeal creature touched; EFFECT: The subject and a	all its gear become insubstantial, misty, and transle Illusion (Glamer)		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	e; EFFECT: Hides all traces of your campsite. [SR	:No; DC:21, Will disbel	ief (if interacted with)]		
[V, S] TARGET: 60-ft. line; <i>EFFECT</i> : Creates torrent of water that bull rushes any cr	Evocation, WaterSchool [Water] eature in its path. [SR:Yes]; CONCENTRATION:		Instantaneous	60 ft.	APG:p.229
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; EFFECT: Walk across Mad Monkeys	s water on moving lily pads. [SR:No] Conjuration (Summoning)	1 round	13 rounds	Close (55 ft.)	UM:p.227
[V, S, DF] TARGET: Swarm of monkeys; EFFECT: Summon a swarm of mischievou					CR:p.309
	is monkeys. [SR:No] Transmutation	1 standard action	13 hours	Close (55 ft.)	GR.p.303
V, S, DF] TARGET: One living creature; <i>EFFECT</i> : This spell functions like magic fa	Transmutation ng, except that the enhancement bonus on attack	and damage rolls is +3	8. [SR:Yes (harmless); DC:21, Will negates	(harmless)]	
Magic Fang (Greater)	Transmutation ng, except that the enhancement bonus on attack Transmutation [Earth]	and damage rolls is +3 1 standard action		(harmless)] Personal	CR:p.312
Wagic Fang (Greater) [V, S, DF] TARGET: One living creature; EFFECT: This spell functions like magic fa Weld into Stone [V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body Weld into State [V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body	Transmutation ng, except that the enhancement bonus on attack Transmutation [Earth] and possessions into a single block of stone. Transmutation [Curse]	and damage rolls is +3 1 standard action	8. [SR:Yes (harmless); DC:21, Will negates	(harmless)] Personal	
V. S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body	Transmutation ng, except that the enhancement bonus on attack Transmutation [Earth] and possessions into a single block of stone. Transmutation [Curse] ks. [SR:Yes; DC:21, Will negates] Conjuration (Healing)	and damage rolls is +3 1 standard action 1 standard action 1 standard action	8. [SR:Yes (harmless); DC:21, Will negates 130 minutes permanent Instantaneous or 130 minutes; see text	(harmless)) Personal Touch Touch	CR:p.312

	Druid Spe	lls			
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] Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomou			n by making a successful melee touch attack 130 minutes or until discharged		
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants te	Abjuration, AirSchool, EarthSchool, FireSch mporary immunity to the type of energy you specify		•	Touch harmless)]	CR:p.327
V. S, M (a rag doll)] TARGET: one animal or magical beast. PRERULE:1,Display	Transmutation (Polymorph)	1 standard action	13 rounds	Close (55 ft.)	UC:p.240
negates (and Will special, see text)]	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: Q					GR.p.329
V, S, M/DF] TARGET: One swarm of poisonous frogs; EFFECT: Summon a swar	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (55 ft.)	UM:p.233
Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all disease	es from which the subject is suffering. [SR:Yes (ha Transmutation	rmless); DC:21, Fortitu 1 standard action	ide negates (harmless)] 130 minutes	Personal	UC:p.242
[V, S] TARGET: You; EFFECT: You gain DR 5/piercing and +4 to CMD against dis	arm attempts. [SR:No; DC:21, see text] Abjuration	1 standard action	130 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; EFFECT: As resist energy, but you may d				Tauch	
V, S, M (a page from a dictionary)] TARGET: creatures touched; EFFECT: As s	Divination nare language, but you may divide the duration am	1 standard action nong creatures touched	24 hours I. [SR:Yes (harmless); DC:21, Will negates (Touch harmless)]	UC:p.243
[V, S, M (a handful of sand)] TARGET: 20-ft. spread; EFFECT: Creates difficult to	Transmutation, EarthSchool [Earth]	1 standard action	13 rounds [D]	Medium (230 ft.)	APG:p.243
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 d	arkvision] within it and causes the ground in the ar Transmutation	ea to be icy. [SR:No] 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.		e a snare that function	s as a magic trap. [SR: No]	Personal	
[V, S] TARGET: You; EFFECT: You can communicate with normal plants and plants		1 standard action answers from them.	13 minutes	r ersonal	CR:p.346
[V, S, M] TARGET: creatures touched; <i>EFFECT</i> : As spider climb, but you may divi	Transmutation	1 standard action	130 minutes	Touch	UC:p.245
Spike Growth	Transmutation	1 standard action	13 hours [D]	Medium (230 ft.)	CR:p.347
[V, S, DF] TARGET: 13 20-ft. squares; <i>EFFECT:</i> Any ground-covering vegetation	n the spell's area becomes very hard and sharply Transmutation [Poison]	pointed without changir 1 standard action	ng its appearance. [SR:Yes; DC:21, Reflex p Instantaneous; see text	oartial] Close (55 ft.)	UM:p.240
[V] TARGET: One stream of venom; EFFECT: Spit blinding black adder venom. [S	R:No; DC:21, Fortitude partial] 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: Y	ou can form an existing piece of stone into any sha	pe that suits your purp	ose. [SR:No]		
[V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell function	Conjuration (Summoning [see text]) s like summon nature's ally I. excep	1 round t that vou can su	13 rounds [D] Jmmon one 3rd-level creature, 1	Close (55 ft.) d3 2nd-level creatures of	CR:p.354
same kind, or 1d4+1 1st-level creatures of the same kind. Is	R:No]	1 standard action	13 minutes		
Vermin Shape I [V, s, M] TARGET: You; <i>EFFECT:</i> Assume the form of any Small or	Transmutation (Polymorph) Medium creature of the vermin type.				SWG:p.297
spells.		• •		°,	0
	Transmutation WaterSchool	1 standard action	26 hours: see text	Touch	CR:n 368
[V, S, M/DF] TARGET: Living creatures touched; <i>EFFEC1</i> : The transmuted creatures				Touch	CR:p.368
V. S. M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures touched; <i>EFFECT</i> : The transmuted creatures of Lamashtu	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation)	DC:21, Will negates (h 1 standard action	armless)] Instantaneous	Close (55 ft.)	SWG:p.297
Water Breathing [v, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu [v, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save]	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sr:	armless)] Instantaneous secretion that functions as unh No; DC: 21, Fortitude partial]	Close (55 ft.)	ISWG:p.297
Water Breathing [v, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu [v, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds	Close (55 ft.)	SWG:p.297
Water Breathing V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures Waters of Lamashtu V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invited of the set of t	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action :23, None; see text] ; C	armless)] Instantaneous secretion that functions as unh No; DC: 21, Fortitude partial] 14 rounds CONCENTRATION:+22	Close (55 ft.)	ISWG:p.297
Water Breathing V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creature Waters of Lamashtu V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An inviting Name	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action :23, None; see text] ; C Caster L Time	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEI:13 Duration	Close (55 ft.) F oly water. In addition, affect Medium (240 ft.) Range	SWG:p.297 Cted CR:p.370 Source
Water Breathing Volume Argent: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu Volume Argent: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) Volume Argent: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invit	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure f take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy	DC:21, Will negates (h 1 standard action water that is foul rity damage, [sR: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEI:13 Duration 130 minutes or until discharged	Close (55 ft.) I oly water. In addition, affect Medium (240 ft.)	ISWG:p.297 cted CR:p.370
A water Breathing Very Section 2.1 Section 2.	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure f take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy	DC:21, Will negates (h 1 standard action water that is foul rity damage, [sR: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEI:13 Duration 130 minutes or until discharged	Close (55 ft.) F oly water. In addition, affect Medium (240 ft.) Range	SWG:p.297 Cted CR:p.370 Source
Absorb Toxicity S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Absorb Toxicity Y, S, Marger: You; EFFECT: You become Y, S, Yanger: You; EFFECT: You become Y, S, Yanger: You; EFFECT: You become Y, S, Yanger: You; Yanger: Yanger: You; Yanger:	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL4/PerDay:6+11/ School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sk: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action then spread it to other 1 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEI:13 Duration 130 minutes or until discharged rs. [SR:No; DC:22, see text]	Close (55 ft.) I: oly water. In addition, affer Medium (240 ft.) Range Personal	SWG:p.297 cted CR:p.370 Source UC:p.221
Absorb Toxicity S, Mater Seesing Absorb Toxicity S, Seesing S	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL4/PerDay:6+11/ School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sk: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action then spread it to other 1 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; D0:2:1, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEL:13 Duration 130 minutes or until discharged 's. [SR:No; DC:22, see text] 24 hours	Close (55 ft.) I oly water. In addition, affect Medium (240 ft.) Range Personal Personal	SWG:p.297 Cted CR:p.370 Source UC:p.221 UM:p.205
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures are solvened for 1d4 rounds and [on failed save] Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the solution of the soluti	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure f take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [se: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action [SR:Yes (harmless)]	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEI:13 Duration 130 minutes or until discharged ss. [SR:No; DC:22, see text] 24 hours 130 minutes	Close (55 ft.) I oly water. In addition, affed Medium (240 ft.) Range Personal Personal Touch	SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 CR:p.239
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures of Lamashtu [V, S, M/DF] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invitiant of the apoison of the signal of	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL4/PerDay:6+1/ School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight	DC:21, Will negates (h 1 standard action water that is foul rity damage. [se: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action [SR:Yes (harmless)] 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged s; [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 131 rounds	Close (55 ft.) I oly water. In addition, affed Medium (240 ft.) Range Personal Personal Touch Touch	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 SWG:p.294
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Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invit Name Absorb Toxicity [V, S, M (a thorn from a poisonous plant)] TARGET: You; <i>EFFECT</i> : You becom [V, S, M (a thorn from a poisonous plant)] TARGET: You; <i>EFFECT</i> : You becom [V, S, TARGET: You; <i>EFFECT</i> : Ignore penalties from middle age. **Air Walk [V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; <i>EFFECT</i> : The sub [Air Walk [V, S] TARGET: You; <i>EFFECT</i> : Open your mind to vaste experience an exist in overcoming p [Anttiplant Shell [V, S, DF] TARGET: 10-ft-radius emanation, centered on you; <i>EFFECT</i> : The affect. The affect in the full of the site on you; <i>EFFECT</i> : You full on the site on you; <i>EFFECT</i> : You full on the site on you; <i>EFFECT</i> : You full on the site on you; <i>EFFECT</i> : You full on the site on you; <i>EFFECT</i> : You have an exist in overcoming p	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy a immune to diseases and toxins, absorb one, and Transmutation Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation Evo an air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action (SR:Yes (harmless)] 1 standard action bonus to Intellig 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEL:13 Duration 130 minutes or until discharged 130 minutes 130 minutes 130 minutes 131 minutes 131 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I Schance of obtaining specifi 10 ft.	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 SWG:p.294 ic CR:p.243
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures of Lamashtu [V, S, M/DF] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invitive set of the maters of Lamashtu; <i>EFFECT</i> : You become and the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>EFFECT</i> : You become set of the maters of Lamashtu; <i>L</i> , S, DF] TARGET: Creature (Gargantuan or smaller) touched; <i>EFFECT</i> : The subset of Lamashtu; <i>L</i> , S, DF] TARGET: Creature (Gargantuan or smaller) touched; <i>EFFECT</i> : The subset of Lamashtu; <i>L</i> , S, DF] TARGET: You; <i>EFFECT</i> : Open your mind to vaste experience ancestral memory [GM discretion] to assist in overcoming provide the maters of Lamashtu; <i>L</i> , Antiplant Shell	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy a immune to diseases and toxins, absorb one, and Transmutation Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation Evo an air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action (SR:Yes (harmless)] 1 standard action bonus to Intellig 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEL:13 Duration 130 minutes or until discharged 130 minutes 130 minutes 130 minutes 131 minutes 131 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I Schance of obtaining specifi 10 ft.	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 SWG:p.294 ic CR:p.243
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures of Lamashtu [V, S, M/DF] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the transmuted creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the transmuted creatures are sickened for 1d4 rounds and [On failed save] [W, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the transmuted creatures are sickened for 1d4 rounds and [On failed save] [V, S, M/DF] TARGET: Toxicity [V, S, M (a thorn from a poisonous plant)] TARGET: You; <i>EFFECT</i> : You become the transmuted creature (Lesser [V, S] TARGET: You; <i>EFFECT</i> : Ignore penalties from middle age. [V, S] TARGET: Creature [Gargantuan or smaller] touched; <i>EFFECT</i> : The submit of the transmuted (Letter transmuted creature) [Gargantuan or smaller] touched; <i>EFFECT</i> : The submit of the transmuted creatures or animated plants. [V, S] TARGET: You; <i>EFFECT</i> : Open your mind to vaste experience ancestral memory [GM discretion] to assist in overcoming properties of the transmory [GM discretion] to assist in overcoming properties or animated plants. [N, S, DF] TARGET: 10-ft-radius emanation, centered on you; <i>EFFECT</i> : The arplant creatures or animated plants. [sr:Yes] [N, S, DF] TARGET: One Huge or larger tree; <i>EFFECT</i> : Tree branches attack opperties or animated plants.	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] et can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration tiplant shell spell creates an invisibl Transmutation ponents. [SR:No]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:3, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action BR:Yes (harmless)] 1 standard action cons to Intellig 1 standard action e, mobile barrier 1 standard action	armless)] Instantaneous secretion that functions as unh No; D0:2:1, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged 's, [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 rounds gence-based skill checks. 83% co 13 minutes [D] that keeps all creatures within the 13 rounds [D]	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I Phance of obtaining specifi 10 ft. the shell protected from att Medium (230 ft.)	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 SWG:p.294 ic CR:p.243 tacks by UM:p.206
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu [V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name Absorb Toxicity [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom Age Resistance, Lesser [V, S, J TARGET: You; EFFECT: Ignore penalties from middle age. **Air Walk [V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub Air Walk [V, S, DF] TARGET: You; EFFECT: Open your mind to vaste experience ancestral Memory [V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The ard plant creatures or animated plants. [sr:Yes] [V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The ard plant creatures or animated plants. [sr:Yes] [V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The ard plant creatures or animated plants. [sr:Yes] [V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The ard plant creatures or animated plants. [sr:Yes] [V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The ard plant creatures or animated plants. [sr:Yes]	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation (Polymorph) rases speed.	DC:21, Will negates (h 1 standard action water that is foul rity damage, [sR: 1 standard action 23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action [SR:Yes (harmless)] 1 standard action Eborus to Intellig 1 standard action e, mobile barrier 1 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVEL:13 Duration 130 minutes or until discharged is; [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 130 minutes 131 minutes 13 rounds gence-based skill checks. 83% co 13 minutes [D] that keeps all creatures within to 13 rounds [D] 13 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I ehance of obtaining specifi 10 ft. he shell protected from att Medium (230 ft.) Personal	SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 SWG:p.294 ic CR:p.243 tacks by UM:p.206 APG:p.203
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Water Breathing [V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creature [V, S, M/DF] TARGET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the second state of the second s	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation (Polymorph) asses speed. Transmutation palet. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVELIA3 Duration 130 minutes or until discharged s. [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 rounds gence-based skill checks. 83% co 13 minutes [13 minutes [D] that keeps all creatures within t 13 rounds [D] 13 minutes 13 minutes 13 minutes	Close (55 ft.) I oly water. In addition, affed Medium (240 ft.) Range Personal Personal Touch Touch Personal I tohance of obtaining specifi 10 ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.)	SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 CR:p.239 SWG:p.294 ic CR:p.243 tacks by UM:p.206 APG:p.203
Water Breathing [V, S, MDF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creature. [V, S, MJTAREET: Up to 6 drafts of the waters of Lamashtu; <i>EFFECT</i> : General creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i> : An invite the second state of the second state	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation (Polymorph) asses speed. Transmutation palet. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 EVELIA3 Duration 130 minutes or until discharged s. [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 rounds gence-based skill checks. 83% co 13 minutes [13 minutes [D] that keeps all creatures within t 13 rounds [D] 13 minutes 13 minutes 13 minutes	Close (55 ft.) I oly water. In addition, affed Medium (240 ft.) Range Personal Personal Touch Touch Personal I tohance of obtaining specifi 10 ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.)	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 SWG:p.294 ic CR:p.243 tacks by UM:p.206 APG:p.203 UM:p.207
Water Breathing IV, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature IVARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] IVARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] IVARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name IVASOF TOXICITY IV, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom IVAGET: You; EFFECT: Ignore penalties from middle age. IVARGET: You; EFFECT: Ignore penalties from middle age. IV, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub IV, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub IVARGET: You; EFFECT: Open your mind to vaste experience ancestral Memory IV, S, DF] TARGET: Ore-Induce on you; EFFECT: The ard plant Creatures or animated plants. [SR:Yes] IVA-Aspect of the Stag IV, S, DF] TARGET: One Huge or larger tree; EFFECT: Tree branches attack opp IVA Aspect of the Stag IV, S, DF] TARGET: One animal; EFFECT: Animal gains advanced creature simple ter IVATORET: Plant touched; EFFECT: This spell withers a single plant of a	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL4/PerDay:6+1/ School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation Irransmutation et can tread on air as if walking on solid ground. Divination et of your ancestors. Gain +5 insight roblem. Abjuration tiplant shell spell creates an invisible Transmutation (Polymorph) tases speed. Transmutation mplate. [SR:No] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action then spread it to other 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; D0:2:1, Fortitude partial] 14 rounds CONCENTRATION:+22 EVELIA3 Duration 130 minutes or until discharged 's. [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 minutes 13 rounds gence-based skill checks. 83% of 13 minutes 13 rounds (D] that keeps all creatures within the 13 rounds (D] 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes	Close (55 ft.) It oly water. In addition, affect Medium (240 ft.) Range Personal Personal Touch Touch Personal It chance of obtaining specifit 10 ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DN:+22 Touch	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 SWG:p.294 ic CR:p.243 tacks by UM:p.206 APG:p.203 APG:p.204
 Water Breathing Water S of Lamashtu Waters of Lamashtu Wind Wall (CL:14) Wind Wall (CL:14) W, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; <i>EFFECT</i>: An invi Absorb Toxicity Y, S, M (a thorn from a poisonous plant)] TARGET: You; <i>EFFECT</i>: You become Age Resistance, Lesser Y, S TARGET: You; <i>EFFECT</i>: Ignore penalties from middle age. **Air Walk Y, S, DF] TARGET: Creature (Gargantuan or smaller) touched; <i>EFFECT</i>: The sub Ancestral Memory Y, S JTARGET: You; <i>EFFECT</i>: Open your mind to vaste experience ancestral memory [GM discretion] to assist in overcoming plant or exetures or animated plants. [sr:Yes] Antiplant Shell Y, S, DF] TARGET: One Huge or larger tree; <i>EFFECT</i>: The barbelant creatures or animated plants. [sr:Yes] Arboreal Hammer Y, S, DF] TARGET: You; <i>EFFECT</i>: Animal gains advanced creature simple ter Ball Lightning (CL:14) Y, S, MDF (a small iron ring)] TARGET: two or more 5-ft-diameter spheres; <i>EFE</i> Blight Y, S, DF] TARGET: Introduced; <i>EFFECT</i>: This spell withers a single plant of a Bloody Claws Y, S, DF] TARGET: Introduced; <i>EFFECT</i>: This spell withers a single plant of a 	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisibl Transmutation (Polymorph) asses speed. Transmutation pate. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy deal bleed damage with natural attacks. [SR:Yes; Co:22, Fortitude half; see text] Necromancy	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged is: [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 13 rounds gence-based skill checks. 83% co 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION Instantaneous 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION 14 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I to ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DN:+22 Touch	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.243 ic CR:p.243 tacks by UM:p.206 APG:p.203 APG:p.206 APG:p.206
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu [V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name [Absorb Toxicity [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom [Wind Wall (CL:14) [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom [Wind Wall (CL:14) [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom [Wind Wall (CL:14) [V, S, D] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Wall [V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Mall [V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Ancestral Memory [V, S, DF] TARGET: You; EFFECT: Open your mind to vaste experience ancestral memory [GM discretion] to assist in overcoming plant creatures or animated plants. [SR:Yes] [W, S, DF] TARGET: One Huge or larger tree; EFFECT: The stacture stack opportunity and inceree ancestral memory [CV, S] target: One animal; EFFECT: Animal gains advanced creature simple teatere ancestre ana	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] bible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination et of your ancestors. Gain +5 insight roblem. Abjuration tiplant shell spell creates an invisible Transmutation (Polymorph) tases speed. Transmutation plate. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy deal bleed damage with natural attacks. [SR:Yes Conjuration (Summoning)	DC:21, Will negates (h 1 standard action water that is foul rity damage. [se: 1 standard action :23, None; see text] ; C Caster L Time 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged s. [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 rounds gence-based skill checks. 83% of 13 minutes 13 rounds gence-based skill checks. 83% of 13 minutes 13 rounds [D] 13 minutes 13 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I to ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) Dr:+22 Touch Touch Personal	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 SWG:p.239 SWG:p.234 ic CR:p.239 CR:p.239 CR:p.239 CR:p.239 UM:p.206 APG:p.204 CR:p.206 UM:p.210
Water Breathing IV, S, MDF] TARGET: Living creatures touched; EFFECT: The transmuted creature IVAters of Lamashtu IV, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] IVAters of Lamashtu IV, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] IVATERSET: Voil Up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name IV, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: You becom IV, S, M (a thom from a poisonous plant)] TARGET: You; EFFECT: You becom IV, S, M, (a thom from a poisonous plant)] TARGET: You; EFFECT: You becom IV, S, DT TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub IV, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub IV, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub IV, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub IV, S, DF] TARGET: You; EFFECT: Open your mind to vaste experience ancestral Memory IV, S, DF] TARGET: One Huge or larger tree; EFFECT: The arr IV, S, DF] TARGET: One huge or larger tree; EFFECT: Tree branches attack opp IV, S, DF] TARGET: One animal: EFFECT: Animal gains advanced creature simple ter IV, S, DF] TARG	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy immune to diseases and toxins, absorb one, and Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination et al tread on air as if walking on solid ground. Divination tiplant shell spell creates an invisible Transmutation ponents. [SR:No] Transmutation nplate. [SR:Yes; Dc:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy deal bleed damage with natural attacks. [SR:Yes Conjuration (Summoning)	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged is: [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 13 rounds gence-based skill checks. 83% co 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION Instantaneous 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION 14 minutes	Close (55 ft.) I oly water. In addition, affer Medium (240 ft.) Range Personal Personal Touch Touch Personal I to ft. he shell protected from att Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DN:+22 Touch	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.243 ic CR:p.243 tacks by UM:p.206 APG:p.203 APG:p.206 APG:p.206
Water Breathing [V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature. Waters of Lamashtu [V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] Wind Wall (CL:14) [V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name Absorb Toxicity [V, S, M/DF] TARGET: You; EFFECT: Ignore penalties from middle age. **Air Walk [V, S, DF] TARGET: You; EFFECT: Ignore penalties from middle age. **Air Walk [V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub Wind Walk [V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub Wind Parket: You; EFFECT: Open your mind to vaste experience ancestral memory [GM discretion] to assist in overcoming properties and the state of an overcoming properties or animated plants. [sr:Yes] W, S, DF] TARGET: One Huge or larger tree; EFFECT: The state of arboreal Hammer [V, S, MDF] target: One Huge or larger tree; EFFECT: Tree branches attack opp Arboreal Hammer [V, S, MDF] target: Iou; EFFECT: Animal gains advanced creature simple tere W, S, DF] TARGET: Nou; EFFECT: Animal gains advanced creature simple tere Signth [V, S, DF] TARGET: Iving creature touched; EF	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy a immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] jet can tread on air as if walking on solid ground. Transmutation [Air] jet can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation pate. [SR:No] Transmutation pate. [SR:No] Transmutation pate. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy deal bleed damage with natural attacks. [SR:Yes Conjuration (Summoning) Divination of the surrounding territory. Transmutation [Water]	DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged is; [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 13 rounds gence-based skill checks. 83% of 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes [D]	Close (55 ft.) It oly water. In addition, affect Medium (240 ft.) Range Personal Personal Touch Touch Touch Personal It thance of obtaining specifi 10 ft. he shell protected from at the shell protected from at Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DX+22 Touch Touch Personal Close (55 ft.)	SWG:p.297 cted CR:p.370 Source UC:p.221 UM:p.205 CR:p.239 CR:p.239 SWG:p.239 SWG:p.234 ic CR:p.239 CR:p.239 CR:p.239 CR:p.239 UM:p.206 APG:p.204 CR:p.206 UM:p.210
Water Breathing [V, S, MDF] TARGET: Living creatures touched; EFFECT: The transmuted creature Waters of Lamashtu [V, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: Genera creatures are sickened for 1d4 rounds and [on failed save] [Wind Wall (CL:14) [V, S, MDF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invi Name [Absorb Toxicity [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom [Wind Wall (CL:14) [V, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom [Wind Wall (CL:14) [V, S, D] TARGET: You; EFFECT: Ignore penalties from middle age. [Wind Wall (V, S, MDF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Areget: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Ancestral Memory [V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The sub [Wind Antiplant Shell [V, S, DF] TARGET: One Huge or larger tree; EFFECT: The arr plant creatures or animated plants. [SR:Yes] [Wind Atabiest [V, S] DF] TARGET: One Huge or larger tree; EFFECT: Tree branches attack opp [W, S, DF] TARGET: One animal; EFFECT: Animal gains advanced creature simple ter [W, S, DF] TARGET: You; EFFECT: Animal gains advanced creature simple ter <td>res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy a immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] jet can tread on air as if walking on solid ground. Transmutation [Air] jet can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation pate. [SR:No] Transmutation pate. [SR:No] Transmutation pate. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy deal bleed damage with natural attacks. [SR:Yes Conjuration (Summoning) Divination of the surrounding territory. Transmutation [Water]</td> <td>DC:21, Will negates (h 1 standard action water that is foul rity damage. [sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action</td> <td>armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged is; [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 13 rounds gence-based skill checks. 83% of 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes [D]</td> <td>Close (55 ft.) It oly water. In addition, affect Medium (240 ft.) Range Personal Personal Touch Touch Touch Personal It thance of obtaining specifi 10 ft. he shell protected from at the shell protected from at Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DX+22 Touch Touch Personal Close (55 ft.)</td> <td>SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.234 ic CR:p.243 tacks by UM:p.207 APG:p.203 UM:p.207 APG:p.204 CR:p.258</td>	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] sible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy a immune to diseases and toxins, absorb one, and Transmutation Transmutation [Air] jet can tread on air as if walking on solid ground. Transmutation [Air] jet can tread on air as if walking on solid ground. Divination es of your ancestors. Gain +5 insight roblem. Abjuration titplant shell spell creates an invisible Transmutation pate. [SR:No] Transmutation pate. [SR:No] Transmutation pate. 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[sR: 1 standard action 2:23, None; see text] ; C Caster L Time 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged is; [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 13 rounds gence-based skill checks. 83% of 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 13 minutes 14 rounds 15 CD:24, Reflex negates] ; CONCENTRATION Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes 13 rounds [D] Instantaneous 13 minutes [D]	Close (55 ft.) It oly water. In addition, affect Medium (240 ft.) Range Personal Personal Touch Touch Touch Personal It thance of obtaining specifi 10 ft. he shell protected from at the shell protected from at Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DX+22 Touch Touch Personal Close (55 ft.)	SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.234 ic CR:p.243 tacks by UM:p.207 APG:p.203 UM:p.207 APG:p.204 CR:p.258
Water Breathing IV, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creature IVAters of Lamashtu IV, S, M] TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: General creatures are sickened for 1d4 rounds and [on failed save] IVInd Wall (CL:14) IV, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high (S); EFFECT: An invi Name IVIND Vall (CL:14) IV, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high (S); EFFECT: You becom IV, S, Mater Torm a poisonous plant)] TARGET: You; EFFECT: You becom IVIND VALL IV, S, M (a thorn from a poisonous plant)] TARGET: You; EFFECT: You becom IV, S, TARGET: You; EFFECT: Ignore penalties from middle age. IVIND VALL IV, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The sub IVIND Ancestral Memory IV, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The arr plant creatures or animated plants. [SR:Yes] IVIND Arboreal Hammer IV, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: The arr plant creatures or animated plants. [SR:Yes] IVIND Arboreal Hammer IV, S, DF] TARGET: You; EFFECT: +2 AC against attacks of opportunity and increation and the gor larger tree; EFFECT: Tree branches attack opp IVIND Arboreal Hammer IV, S, DF] TARGET: Plant touc	res can breathe water freely. [SR:Yes (harmless); Conjuration (Creation) te one dose of apparent clear, pure take 1d6 Intelligence and 1d6 Dexte Evocation, AirSchool [Air, WoodSchool] bible vertical curtain of wind appears. [SR:Yes; DC /EL 4 / Per Day:6+1 / School Necromancy e immune to diseases and toxins, absorb one, and Transmutation [Air] ject can tread on air as if walking on solid ground. Transmutation [Air] ject can tread on air as if walking on solid ground. Divination et a tread on air as if walking on solid ground. Divination toblem. Abjuration tiplant shell spell creates an invisible Transmutation (Polymorph) ases speed. Transmutation (Polymorph) ases speed. Transmutation pate. [SR:Yes; DC:22, Fortitude negates] Evocation, AirSchool [Air, Electricity] FECT: Flying balls of lightning deal 3d6 electricity of Necromancy vise. [SR:Yes; DC:22, Fortitude half; see text] Necromancy deal bleed damage with natural attacks. [SR:Yes Conjuration (Summoning) Divination of the surounding territory. Transmutation [Water] f: This spell has two different applications, both of Conjuration (Healing)	DC:21, Will negates (h 1 standard action water that is foul rity damage. [se: 1 standard action :23, None; see text] : C Caster L Time 1 standard action 1 standard action 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action (SR:Yes (harmless)) 1 standard action 1 standard actio	armless)] Instantaneous secretion that functions as unh No; DC:21, Fortitude partial] 14 rounds CONCENTRATION:+22 evel:13 Duration 130 minutes or until discharged s. [SR:No; DC:22, see text] 24 hours 130 minutes 130 minutes 130 minutes 131 rounds gence-based skill checks. 83% of 131 minutes 131 rounds 131 rounds [D] 131 minutes 131 minutes 132 minutes 132 minutes 133 minutes 130 minutes [D] Instantaneous 130 minutes [D] Instantaneous	Close (55 ft.) I oly water. In addition, affed Medium (240 ft.) Range Personal Personal Touch Touch Personal Close of obtaining specified 10 ft. he shell protected from atter Medium (230 ft.) Personal Close (55 ft.) Medium (240 ft.) DV:+22 Touch Touch Personal Close (55 ft.) Medium (240 ft.) DV:+22 Touch Touch Personal Close (55 ft.) Medium (240 ft.) DV:+22 Touch Touch Personal Personal Personal Close (55 ft.)	SWG:p.297 cted CR:p.370 UC:p.221 UM:p.205 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.239 CR:p.243 tacks by UM:p.206 APG:p.203 APG:p.203 APG:p.206 CR:p.250 CR:p.258 CR:p.260

Character: Catori "Spirit" Player: Robert PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Created using PCGen v6.04.01 on Sep 25, 2016 at 6:51:17 PM

Cholocation TARGET: You; EFFECT: Sonic sense gives you blindsight 40 ft.	Transmutation [Sonic]	1 standard action	130 minutes	Personal	UM:p.
III IFlame Strike (CL:14)	Evocation [Fire]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.
, S, DF] TARGET: Cylinder 10; EFFECT: A flame strike evokes a vertical colum Freedom of Movement	In of divine fire dealing 14d6 points of damage. Abjuration	[SR:Yes; DC:24, Reflex h 1 standard action	nalf] ; CONCENTRATION:+22 130 minutes	Personal or touch	CR:p.
, s, M, DF] TARGET: You or creature touched; <i>EFFECT:</i> This spell enab	les you or a creature you touch to	move and attack r	normally for the duration of th	ne spell, even under the	influence of
agic that usually impedes movement, such as paralysis,			ates (harmless)] concentration + 13 rounds	Lass (020 #)	400-
Geyser S, M/DF (a piece of lava rock)] TARGET: spout of boiling water filling a 5 ft. s	Conjuration, FireSchool, WaterSchool (Long (920 ft.)	APG:p
	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p
, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. a	part; EFFECT: You turn a number of normal-siz Conjuration (Creation)	ed centipedes, scorpions, 10 minutes	or spiders into their giant counterparts. 26 hours [D]	[SR:Yes] Close (55 ft.)	APG:p
S, M/DF (a leaf or blade of grass and a drop of water)] TARGET: 20-ftrad			20 Hours [D]	Close (55 it.)	AFG.p
CL:14)	Evocation, WaterSchool [Cold]	1 standard action	14 rounds [D]	Long (960 ft.)	CR:p
s, M/DF] TARGET: Cylinder 20; EFFECT: Great magical hailstones	pound down upon casting this sp	ell, dealing 3d6 po	ints of bludgeoning damage	and 2d6 points of cold of	damage to
very creature in the area. [sr:Yes] ; CONCENTRATION:+22	Abjuration	1 standard action	26 hours; see text	Touch	APG:p
, S, M/DF (a bit of eggshell)] TARGET: up to 13 creatures touched; EFFECT:					
Moonstruck	Enchantment (Compulsion) [Mind-Affec		13 rounds	Medium (230 ft.)	APG:p
, S, M (a pinch of powdered moonstone)] TARGET: one humanoid creature	Transmutation [Earth, Fire]	1 standard action	instantaneous	Close (55 ft.)	UC:p
, S, M/DF (a small piece of obsidian)] TARGET: 20-ftradius burst; EFFECT:					
Protection from Energy (Communal)	Abjuration	1 standard action	130 minutes or until discharged	Touch	UC:p
S, DF] TARGET: creatures touched; EFFECT: As protection from energy, but Reincarnate	Transmutation	10 minutes	Instantaneous	Touch	CR:p
, S, M, DF] TARGET: Dead creature touched; EFFECT: With this spell, you brin				101	
S, DF] TARGET: 10-ft-radius emanation centered on you; EFFECT: An invisi	Abjuration [Pain]	1 standard action	130 minutes [D]	10 ft.	CR:p
Ride the Waves	Transmutation [Water]	1 standard action	13 hours [D]	Touch	UM:p
S] TARGET: Creature touched; <i>EFFECT</i> : Target can breathe water and swim			Advesse la	100 %	100
River of Wind (CL:14) SI TARGET: 120-ft. line; EFFECT: Creates wind that causes nonlethal damac	Evocation, AirSchool [Air, WoodSchool]		14 rounds	120 ft.	APG:p
Rusting Grasp	Transmutation [MetalSchool]	1 standard action	See text	Touch	CR:p
, S, DF] TARGET: One nonmagical ferrous object or one ferrous creature; EFF			10 minutes	Constant.	CD.
JScrying , S, M/DF, F] TARGET: Magical sensor; EFFECT: You can observe a creature	Divination (Scrying) at any distance [SR:Yes: DC:22 Will pegates]	1 hour	13 minutes	See text	CR:p
I * Sleet Storm	Conjuration, WaterSchool (Creation) [Co	old] 1 standard action	13 rounds	Long (920 ft.)	CR:p
, S, M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even	darkvision] within it and causes the ground in th Transmutation [Earth]	e area to be icy. [SR:No] 1 standard action	13 hours [D]	Medium (230 ft.)	CR:p
Spike Stones					01.1
. S. DFI TARGET: 13 20-ft. squares: EFFECT: Rocky ground, stone floors, and	similar suffaces shape themselves into lond, s				
S, DF] TARGET: 13 20-ft. squares; EFFECT: Rocky ground, stone floors, and Strong Jaw	Transmutation	1 standard action	13 minutes	Touch	APG:p
SI TARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size Summon Nature's Ally IV S, DFJ TARGET: One summoned creature; <i>EFFECT</i> : This spell function me kind, or 1d4+1 lower-level creatures of the same kin	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [SR:No]	1 standard action negates (harmless)] 1 round	13 minutes 13 rounds [D]	Touch Close (55 ft.)	APG:p CR:p res of the CR:p
Strong Jaw SJTARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size SJTARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size S, DFJ TARGET: One summoned creature; <i>EFFECT</i> : This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pt S, DFJ TARGET: One summoned creature; <i>EFFECT</i> : This spell functio	Transmutation s bigger. [SR: yes (harmless): DC:22, Foritude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc	1 standard action negates (harmless)] 1 round cept that you can s 1 round	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D]	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.)	CR:p res of the CR:p
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, DFJ TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pt s, DFJ TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin	Transmutation s bigger. [SR: yes (harmless): DC:22, Foritude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc	1 standard action negates (harmless)] 1 round cept that you can s 1 round	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D]	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.)	CR:p res of the CR:p res of the
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, 0FJ TARGET: One summoned creature; EFFECT: This spell functio arme kind, or 1d4+1 lower-level creatures of the same kin S, 0FJ TARGET: One summoned creature; EFFECT: This spell functio arme kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, 0FJ TARGET: You; EFFECT: Your attackers take 1d6+13 damage.	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [SR:No] praConjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [SR:No] Transmutation	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal	CR:p res of the CR:p res of the APG:p
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, 0FJ TARGET: One summoned creature; EFFECT: This spell functio arme kind, or 1d4+1 lower-level creatures of the same kin S, 0FJ TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, 0FJ TARGET: You; EFFECT: Your attackers take 1d6+13 damage. Touch of Slime	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ms like summon nature's ally I, exc d. [SR:No] Transmutation Conjuration (Creation) [Disease]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu	CR:p res of the CR:p
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, DFJ TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pt S, DFJ TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DFJ TARGET: You; EFFECT: Your attackers take 1d6+13 damage. Ju Touch of Slime S, MJ TARGET: Living creature touched; EFFECT: Touch infests a target with Ju True Form	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s] 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal	CR:p res of the CR:p res of the APG:p UM:p
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, DF] TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pti S, DF] TARGET: One summoned creature; EFFECT: This spell functio ame kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with S, TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart;	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action is; 2 s; DC:22, Will negates]	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch	CR:p res of the res of the APG:p UM:p
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Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin C, DT HARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin C, DT TARGET: You; EFFECT: Your attackers take 1d6+13 damage. S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with C, DT TUE FORM S] TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; C, M] TARGET: You; EFFECT: Assume the form of any Tiny to L bells.	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type,	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Will negates] 1 standard action gaining many abili	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 rounds 13 minutes ties and a +4 resistance bon	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min	CR:p res of the res of the APG:p UM:p APG:p ISWG:p ISWG:p
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Sorgen Strong Jaw Sorgen Strong Stron	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (. [sR:No] PraConjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [SR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Will negates] 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 rounds 13 rounds	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal	CR: res of the res of the APG: UM: APG: SWG: ISWG: ISWG:
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DF] TARGET: You; EFFECT: You attackers take 1d6+13 damage. Touch of Slime S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with True Form S] TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; S, M] TARGET: You; EFFECT: Assume the form of any Tiny to L pells. D, Volcanic Storm (CL:14) S, MDF] TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:Y]	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (. [sR:No] Transmutation Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (d. [SR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D]	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min	CR: res of the res of the APG: UM: APG: SWG: ISWG: ISWG:
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Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. S, DT] TARGET: Living creature touched; EFFECT: Touch infests a target with Thue Form S] TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; S, M] TARGET: You; EFFECT: Assume the form of any Tiny to L bells. D, Volcanic Storm (CL:14) S, MDF] TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:Y] Name	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (. [sR:No] Transmutation Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (d. [SR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration <i>EFFECT:</i> Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : <i>CONCENTRATION:</i> +22 VEL 5 / Per Day:4+	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range	CR: res of the res of the APG: UM: APG: ISWG: ISWG: UM: UM: So
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Summon Nature's Ally IV S, DFJ TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or ptw. S, DFJ TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DFJ TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DFJ TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DFJ TARGET: Vou; EFFECT: Your attackers take 1d6+13 damage. S, DFJ TARGET: Living creature touched; EFFECT: Touch infests a target with True Form S, MJ TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; S, MJ TARGET: You; EFFECT: ASSume the form of any Tiny to L beells. Volcanic Storm (CL:14) S, MDFJ TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:Y Name Name	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration <i>EFFECT:</i> Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : <i>CONCENTRATION:</i> +22 VEL 5 / Per Day:4+ School Transmutation [Air]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch	CR:p res of the res of the APG:p APG:p UM:p ISWG:p UM:p UM:p So UC:p
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pt S, DF] TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin C, Thorn Body S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. C, M] TARGET: Living creature touched; EFFECT: Touch infests a target with C, True Form S] TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; C, M] Vermin Shape II S, M] TARGET: You; EFFECT: Assume the form of any Tiny to L Dells. C, M/DF] TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:YE Name C, Air Walk (Communal) S, DF] TARGET: creatures touched; EFFECT: This spell functions lik Vide the duration among creatures touched. [SR:Yes (harmles	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc (. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VELS / Per Day:4+- School Transmutation [Air] e air walk, except divide the durat ts)]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes stervals among the creatures	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch touched. As air walk, b	CR: res of the CR: res of the APG: UM: ISWG: ISWG: UM: UM: UM: UM: UM: UM: UM: UM
Strong Jaw TARGET: creature touched; EFFECT: Natural attacks damage as two size Strong Jaw TARGET: creature touched; EFFECT: Natural attacks damage as two size Strong Jaw Stro	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ms like summon nature's ally I, exc d. [sR:No] ara Conjuration (Summoning [see text]) ms like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+- School Transmutation [Air] e air walk, except divide the durat sp] Transmutation	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action i standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tiervals among the creatures 13 minutes	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch	CR: res of the CR: res of the APG: UM: ISWG: ISWG: UM: UM: UM: UM: UM: UM: UM: UM
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Strong Jammon Nature's Ally IV S, DFJ TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DFJ TARGET: One summoned creature; EFFECT: This spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DFJ TARGET: One; EFFECT: Your attackers take 1d6+13 damage. S, DFJ TARGET: Vou; EFFECT: Your attackers take 1d6+13 damage. S, DFJ TARGET: Living creature touched; EFFECT: Touch infests a target with S, MJ TARGET: Living creature touched; EFFECT: Touch infests a target with C, MJ TARGET: You; EFFECT: Assume the form of any Tiny to L bells. C, MJ TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:YE Name C, Air Walk (Communal) S, DFJ TARGET: creatures touched; EFFECT: This spell functions lik Vide the duration among creatures touched. [SR:Yes (harmler: C, Animal Growth S, DFJ TARGET: Cone animal (Gargantuan or smaller); EFFECT: The target anima C, C	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ms like summon nature's ally I, exc d. [sR:No] ara Conjuration (Summoning [see text]) ms like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+- School Transmutation [Air] e air walk, except divide the durat sp] Transmutation	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action i standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tiervals among the creatures 13 minutes	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch touched. As air walk, b	CR: res of the res of the APG: UM: SwG: ISWG: UM: UM: UM: UM: UUC: UC: UC: Ut you may CR:
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature'S Ally IV (deinonychus or pt S, DF] TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin C, Thorn Body S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. C, DT Touch of Slime S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with C, True Form S, TARGET: You; EFFECT: Assume the form of any Tiny to L S, MJ TARGET: You; EFFECT: Assume the form of any Tiny to L S, MDF] TARGET: You; EFFECT: Hot rocks deal 5d6 damage. [SR:Ye Name C, Animal Growth S, TARGET: creatures touched; EFFECT: This Spell functions lik vide the duration among creatures touched. [SR:Yes (harmler C, Animal Growth S, TARGET: You; EFFECT: +4 Str and Dex, +2 bonus on trip attacks.	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration <i>EFFECT:</i> Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] ; <i>CONCENTRATION:</i> +22 VEL 5 / Per Day:4+-' School Transmutation I grows to twice its normal size and eight times Transmutation (Polymorph)	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:2, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action is normal weight. [SR:Ye 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes thervals among the creatures 13 minutes s; DC:23, Fortitude negates] 13 minutes	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.) Personal	CR: res of the res of the APG: UM: APG: ISWG: UM: UM: UM: UM: UM: CR: APG:
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size SDFJ TARGET: One summoned creature; EFFECT: This Spell function time kind, or 1d4+1 lower-level creatures of the same kind SDFJ TARGET: One summoned creature; EFFECT: This Spell function time kind, or 1d4+1 lower-level creatures of the same kind SDFJ TARGET: One summoned creature; EFFECT: This Spell function time kind, or 1d4+1 lower-level creatures of the same kind SDFJ TARGET: One summoned creature; EFFECT: This Spell function time kind, or 1d4+1 lower-level creatures of the same kind SDFJ TARGET: You; EFFECT: Your attackers take 1d6+13 damage. SDFJ TARGET: You; EFFECT: Your attackers take 1d6+13 damage. SDFJ TARGET: Living creature touched; EFFECT: Touch infests a target with SDFJ TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; SDFJ TARGET: You; EFFECT: Assume the form of any Tiny to L s, MJ TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:Yes] Name Name Name SDFJ TARGET: creatures touched; EFFECT: This Spell functions like vide the duration among creatures touched. [SR:Yes (harmler Animal Growth SJ DFJ TARGET: Coe animal (Gargantuan or smaller); EFFECT: The target anima SDFJ TARGET: You: EFFECT: 4 Str and Dex, +2 bonus on trip attacks. SDFJ TARGET: You: EFFECT: 4 Str and Dex, +2 bonus on trip attacks.	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] gra Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VELS / Per Day:4+- School Transmutation Irransmutation Igrows to twice its normal size and eight times Transmutation (Polymorph)	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action its normal weight. [SR:Ye 1 standard action 1 hour	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes thervals among the creatures 13 minutes s; DC:23, Fortitude negates]	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal tus to saves against min Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.)	CR: res of the res of the APG: UM: APG: ISWG: UM: UM: UM: UM: UM: CR: APG:
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This spell function time kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This spell function time kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This spell function time kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: You; EFFECT: Your attackers take 1d6+13 damage. Touch of Slime S, M] TARGET: Living creature touched; EFFECT: Touch infests a target with S, M] TARGET: You; EFFECT: Assume the form of any Tiny to L tells. Volcanic Storm (CL:14) S, MDF] TARGET: Cylinder 20; EFFECT: Hot rocks deal 5d6 damage. [SR:Ye Name Name Air Walk (Communal) S, DF] TARGET: creatures touched; EFFECT: This spell functions like vide the duration among creatures touched. [SR:Yes (harmles Animal Growth S] DF] TARGET: You; EFFECT: Ast and Dex, +2 bonus on trip attacks. Atonement S, M, F/D] TARGET: Living creature touched; EFFECT: This spell removes 1	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] gra Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VELS / Per Day:4+- School Transmutation Irransmutation Igrows to twice its normal size and eight times Transmutation (Polymorph)	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action its normal weight. [SR:Ye 1 standard action 1 hour	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes thervals among the creatures 13 minutes s; DC:23, Fortitude negates] 13 minutes	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.) Personal	CR:; res of the res of the APG:; UM:; ISWG; ISWG; UC:; UC:; ut you may CR:; CR:;
Strong Jaw STARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size STARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size S, DFJ TARGET: One summoned creature; <i>EFFECT</i> : This Spell function me kind, or 1d4+1 lower-level creatures of the same kin S, DFJ TARGET: One summoned creature; <i>EFFECT</i> : This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DFJ TARGET: You; <i>EFFECT</i> : Your attackers take 1d6+13 damage. Touch of Slime S, MJ TARGET: Living creature touched; <i>EFFECT</i> : Touch infests a target with True Form SJ TARGET: up to 4 creatures, no two of which can be more than 30 ft. apart; Vermin Shape II S, MJ TARGET: You; <i>EFFECT</i> : Assume the form of any Tiny to L hells. Volcanic Storm (CL:14) S, MDFJ TARGET: creatures touched; <i>EFFECT</i> : This spell functions lik vide the duration among creatures touched. [SR:Yes (harmles SJ TARGET: creatures touched; <i>EFFECT</i> : This spell functions lik vide the duration among creatures touched. [SR:Yes (harmles SJ TARGET: You; <i>EFFECT</i> : 4 Str and Dex, +2 bonus on trip attacks. Atonement S, M, DFJ TARGET: Living creature touched; <i>EFFECT</i> : This spell removes 1 Awaken S, M, DFJ TARGET: Living creature touched; <i>EFFECT</i> : This spell removes 1 Awaken S, M, DFJ TARGET: Animal or tree touched; <i>EFFECT</i> : This spell removes 1 Awaken S, M, DFJ TARGET: Animal or tree touched; <i>EFFECT</i> : This spell removes 1 Awaken S, M, DFJ TARGET: Animal or tree touched; <i>EFFECT</i> : You awaken a tree or and the spell function or and the spell functions or animal or by the spell function or animal for the spell function or	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, ext d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, ext d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+- School Transmutation [grows to twice its normal size and eight times Transmutation (Polymorph) Abjuration he burden of misdeeds from the subject. [SR:Ye Transmutation animal to human-like sentience. [SR:Yes; DC:22]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; Dc:22, Will negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action its normal weight. [SR:Ye 1 standard action 1 hour es] 24 hours 3, Will negates]	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; Dc:23, Fortitude negates] 13 minutes Instantaneous Instantaneous Instantaneous Instantaneous	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.) Personal Touch Touch	CR:; res of the res of the APG; UM:; ISWG; ISWG; ISWG; UM:; UU; UU; UU; UU; UU; UU; UU; UU; UU; U
Strong Jaw STARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size STARGET: creature touched; <i>EFFECT</i> : Natural attacks damage as two size S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Summon Nature'S Ally IV (deinonychus or pt s, DF] TARGET: One summoned creature; <i>EFFECT</i> : This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Thorn Body S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Touch infests a target with S, M] TARGET: Living creature touched; <i>EFFECT</i> : Touch infests a target with S, M] TARGET: You; <i>EFFECT</i> : Assume the form of any Tiny to L s, M] TARGET: You; <i>EFFECT</i> : Assume the form of any Tiny to L tells. Volcanic Storm (CL:14) S, MDF] TARGET: cylinder 20; <i>EFFECT</i> : This Spell functions lik vide the duration among creatures touched. [SR:Yes (harmles I Animal Growth S] TARGET: One animal (Gargantuan or smaller); <i>EFFECT</i> : The target animal Aspect of the Wolf S, DF] TARGET: You; <i>EFFECT</i> : 4 Str and Dex, +2 bonus on trip attacks. Atonement S, M, PDF] TARGET: Living creature touched; <i>EFFECT</i> : This spell removes I Awaken S, M, PDF] TARGET: Living creature touched; <i>EFFECT</i> : This spell removes I Animal Growth S, M, DF] TARGET: Asing creature touched; <i>EFFECT</i> : This spell removes I Atonement S, M, PDF] TARGET: Animal or tree touched; <i>EFFECT</i> : This spell removes I Awaken S, M, DF] TARGET: Animal or tree touched; <i>EFFECT</i> : You awaken a tree or an interference animal Polymorph	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration <i>EFFECT:</i> Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : <i>CONCENTRATION:+22</i> VEL 5 / Per Day:4+7 School Transmutation [Air] e air walk, except divide the durat is)] Transmutation (Polymorph) Abjuration he burden of misdeeds from the subject. [SR:Ye; DC:22 Transmutation (Polymorph)	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; Dc:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action is normal weight. [SR:Ye 1 standard action 1 hour es] 24 hours 3, Wil negates] 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC:23, Fortitude negates] 13 minutes Instantaneous Instantaneous Instantaneous Permanent	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.) Personal Touch Close (55 ft.)	CR:; res of the res of the APG; UM:; ISWG; ISWG; ISWG; UM:; UU; UU; UU; UU; UU; UU; UU; UU; UU; U
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size SDFJ TARGET: one summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin SDFJ TARGET: One summoned creature; EFFECT: This Spell function me kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures of the same kin Come kind, or 1d4+1 lower-level creatures touched; EFFECT: Touch infests a target with Come kind, or 1d4+1 lower-level creatures touched; EFFECT: This spell functions lik wide the duration among creatures touched. [SR:Yes (harmles Come Animal Growth S] TARGET: Come animal [Gargantuan or smaller]; EFFECT: This spell functions lik wide the duration among creature touched; EFFECT: This spell removes for Aspect of the Wolf S, DF] TARGET: Living creature touched; EFFECT: This spell removes for Come Atonement S, M, F/DF] TARGET: Living creature touched; EFFECT: This spell removes for Come Atonement S, M, DF] TARGET: Living creature touched; EFFECT: You awaken a tree or a Come Atonement S, M, DF] TARGET: Living creature touched; EFFECT: You awaken a tree or a Come Atonement S, M, DF] TARGET: Living creature; EFFECT: Xou awaken a tree or a Come Atonement S, M, DF] TARGET: Living creature; EFFECT: Xou awaken a tree or a Come Aton	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration <i>EFFECT:</i> Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : <i>CONCENTRATION:+22</i> VEL 5 / Per Day:4+7 School Transmutation [Air] e air walk, except divide the durat is)] Transmutation (Polymorph) Abjuration he burden of misdeeds from the subject. [SR:Ye; DC:22 Transmutation (Polymorph)	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; Dc:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action is normal weight. [SR:Ye 1 standard action 1 hour es] 24 hours 3, Wil negates] 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC:23, Fortitude negates] 13 minutes Instantaneous Instantaneous Instantaneous Permanent	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch touched. As air walk, b Medium (230 ft.) Personal Touch Close (55 ft.)	CR:; res of the res of the APG:; UM:; ISWG; ISWG; UM:; UM:; UM:; ut you may CR:; APG; CR:; CR:;
Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size Strong Jaw St	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (, [sR:No] eraConjuration (Summoning [see text]) ns like summon nature's ally I, exc (, [sR:No] ransmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+ School Transmutation I grows to twice its normal size and eight times Transmutation I grows to twice its normal size and eight times Transmutation Be burden of misdeeds from the subject. [SR:Ye Transmutation pet be subject into a Small or smaller animal of Transmutation (Polymorph) resistance 10, and +2 to its CMD. [SR:Yes (har	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action 1 standard action s; DC:22, Will negates] 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 1 hour es] 24 hours 3, Will negates] 1 standard action 1 nor than 1 HD. [SR: 1 standard action 1 nor than 1 HD. [SR: 1 standard action 1 standard action 1 nor than 1 HD. [SR: 1 standard action 1 nor than 1 HD. [SR: 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC: 23, Fortitude negates] 13 minutes Instantaneous Instantaneous Permanent Yes; DC: 23, Fortitude negates, Will par 13 rounds regates (harmless)]	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch Stouched. As air walk, b Medium (230 ft.) Personal Close (55 ft.) tial, see text] Touch	CR:; res of the res of the APG:; UM:; APG:; ISWG:; ISWG:; ISWG:; ISWG:; UC:; UM:; APG:; APG:; CR:; CR:; APG:;
Strong Jaw	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (, [sR:No] Transmutation Conjuration (Summoning [see text]) ns like summon nature's ally I, exc (, [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+ School Transmutation I grows to twice its normal size and eight times Transmutation I grows to twice its normal size and eight times Transmutation be burden of misdeeds from the subject. [SR:Ye Transmutation inimal to human-like sentience. [SR:Yes; DC:22 Transmutation (Polymorph) using the subject into a Small or smaller animal of Transmutation (Folymorph) esistance 10, and +2 to its CMD. [SR:Yes (har Evocation [Electricity]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action 1 standard action s; DC:22, Will negates] 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 3 standard action 1 standard action 1 hour es] 24 hours 3, Will negates] 1 standard action 1 nour othan 1 HD. [SR: 1 standard action mess); DC:23, Fortitude r 1 round	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC: 23, Fortitude negates] 13 minutes Instantaneous Instantaneous Permanent Yes: DC: 23, Fortitude negates, Will par 13 rounds regates (harmless)] 14 minutes	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch Close (55 ft.) tial, see text] Touch Long (960 ft.)	CR: res of the res of the APG: UM: APG: ISWG: IS
Strong Jaw Strong Jaw STARGET: creature touched; EFFECT: Natural attacks damage as two size S, DF] TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin Summon Nature's Ally IV (deinonychus or pt S, DF] TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One summoned creature; EFFECT: This Spell function ame kind, or 1d4+1 lower-level creatures of the same kin S, DF] TARGET: One; EFFECT: Your attackers take 1d6+13 damage. Thorn Body S, DF] TARGET: Living creature touched; EFFECT: Touch infests a target with S, MJ TARGET: You; EFFECT: Assume the form of any Tiny to L S, MJ TARGET: You; EFFECT: Assume the form of any Tiny to L S, MJ TARGET: Cylinder 20; EFFECT: This Spell functions lik Vide the duration among creatures touched. [SR:Yes (harmler Asign A Aspect of the Wolf S, DF] TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M CFI TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M CFI TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M DFI TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M DFI TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M DFI TARGET: You; EFFECT: + 4 Str and Dex, +2 bonus on trip attacks. C, M DFI TARGET: Che animal (Gargantuan or smaller): EFFECT: This spell removes I C, M DFI TARGET: Cher Couched; EFFECT: You awaken a tree or a C, M DFI TARGET: One animal for tree touched; EFFECT: You awaken a tree or a C, M DFI TARGET: One animal for the Salamander C, S, M DFI TARGET: One animal (EFFECT: Subject gets fast healing 2, fire C, S) DFI TARGET: One or more 30-ft-long vertical lines of lightning; EFFECT: This C, M DFI TARGET: Cher Couched; EFFECT: Subject gets fast healing 2, fire C, Call Lightning Storm (CL:14) S, TARGET: Che or more 30-ft-long vertical lines of lightning; EFFECT: This C, M DFI TARGET: Che You for a function of the Salamander C, Call Lightning Storm	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like summon nature's ally I, excd. (sR:No] graConjuration (Summoning [see text]) ns like summon nature's ally I, excd. (sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4+-7 School Transmutation I grows to twice its normal size and eight times Transmutation I grows to twice its normal size and eight times Transmutation inimal to human-like sentience. [SR:Ye; DC:27 Transmutation (Polymorph) ge the subject into a Small or smaller animal of Transmutation (Polymorph) esistance 10, and +22 to its CMD. [SR:Yes (har Evocation [Electricity] S spell functions like call lightning,	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 hour es] 24 hours 3, Wil negates] 1 standard action ino more than 1 HD, [SR: 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC: 23, Fortitude negates] 13 minutes Instantaneous Instantaneous Permanent Yes: DC: 23, Fortitude negates, Will par 13 rounds regates (harmless)] 14 minutes	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch Close (55 ft.) tial, see text] Touch Long (960 ft.)	CR: res of the res of the APG: UM: APG: ISWG: IS
Strong Jaw	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) rns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) rns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] ; CONCENTRATION:+22 VELSS/PerDay:4++ School Transmutation [Air] e air walk, except divide the durat is)] Transmutation I grows to twice its normal size and eight times. Transmutation inimal to human-like sentience. [SR:Yes; DC:23 Transmutation (Polymorph) de burden of misdeeds from the subject. [SR:Yes; Transmutation (Polymorph) ge the subject into a Small or smaller animal of Transmutation (Polymorph) resistance 10, and +2 to its CMD. [SR:Yes; thar Evocation [Electricity] s spell functions like call lightning, of 15 bolts. [SR:Yes; Dc:25, Reflex half]: C Transmutation [Air]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action 1 hour es] 24 hours 3, Will negates] 1 standard action in more than 1 HD. [SR: 1 standard action in round except that each the <i>ONCENTRATION:+22</i> 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes s; DC: 23, Fortitude negates] 13 minutes Instantaneous Instantaneous Permanent Yes: DC: 23, Fortitude negates, Will par 13 rounds regates (harmless)] 14 minutes	Touch Close (55 ft.) rre, 1d3 3rd-level creatu Close (55 ft.) rre, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal us to saves against min Long (960 ft.) Range Touch Close (55 ft.) tial, see text] Touch Long (960 ft.)	CR:p res of the res of the APG:p UM:p APG:p UM:p UM:p UM:p UM:p UC:p UUM:p UC:p UC:p UC:p UC:p CR:p CR:p CR:p CR:p CR:p CR:p
Strong Jaw	Transmutation s bigger. [SR: yes (harmless); DC:22, Fortitude Conjuration (Summoning [see text]) rns like summon nature's ally I, exc d. [sR:No] graConjuration (Summoning [see text]) rns like summon nature's ally I, exc d. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) .arge creature of the vermin type, Evocation [Fire] es] ; CONCENTRATION:+22 VELSS/PerDay:4++ School Transmutation [Air] e air walk, except divide the durat is)] Transmutation I grows to twice its normal size and eight times. Transmutation inimal to human-like sentience. [SR:Yes; DC:23 Transmutation (Polymorph) de burden of misdeeds from the subject. [SR:Yes; Transmutation (Polymorph) ge the subject into a Small or smaller animal of Transmutation (Polymorph) resistance 10, and +2 to its CMD. [SR:Yes; thar Evocation [Electricity] s spell functions like call lightning, of 15 bolts. [SR:Yes; Dc:25, Reflex half]: C Transmutation [Air]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action s; DC:22, Wil negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action ion in 10-minute in 1 standard action 1 hour es] 24 hours 3, Will negates] 1 standard action in more than 1 HD. [SR: 1 standard action in round except that each the <i>ONCENTRATION:+22</i> 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds I arounds I stantaneous 13 rounds 13 minutes 13 minutes 14 rounds [D] Level:13 Duration 130 minutes ttervals among the creatures 13 minutes ttervals among the creatures 13 minutes 13 minutes I nstantaneous I nstantaneous I nstantaneous I nstantaneous I nstantaneous I nstantaneous Permanent Yes: DC:23, Fortitude negates, Will par 13 rounds Pegates (harmless)] 14 minutes	Touch Close (55 ft.) re, 1d3 3rd-level creatu Close (55 ft.) re, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch Close (55 ft.) tial, see text] Touch Long (960 ft.) Personal Close (55 ft.) tial, see text] Touch Long (960 ft.)	CR:p res of the res of the APG:p UM:p ISWG:p ISWG:p ISWG:p ISWG:p UC:p UM:p CR:p CR:p CR:p CR:p CR:p CR:p CR:p CR
Strong Jaw Strong Jaw Strong Jaw Strong Jaw Strong Jaw Strong Jaw Strong Strong Jaw Strong S	Transmutation s bigger. [SR: yes (harmless): DC:22, Fortitude Conjuration (Summoning [see text]) ns like Summon nature's ally I, exc (. [sR:No] Transmutation Conjuration (Summoning [see text]) ns like Summon nature's ally I, exc (. [sR:No] Transmutation Conjuration (Creation) [Disease] green slime. [SR:Yes; DC:22, Fortitude negate Abjuration EFFECT: Removes polymorph effects. [SR:Ye Transmutation (Polymorph) arge creature of the vermin type, Evocation [Fire] es] : CONCENTRATION:+22 VEL 5 / Per Day:4++ School Transmutation (grows to twice its normal size and eight times Transmutation (grows to twice its normal size and eight times Transmutation (grows to twice its normal size and eight times Transmutation be burden of misdeeds from the subject. [SR:Ye; Transmutation (Polymorph) animal to human-like sentience. [SR:Yes; DC:22 Transmutation (Polymorph) esistance 10, and +2 to its CMD. [SR:Yes (har Evocation [Electricity] s spell functions like call lightning, of 15 bolts. [SR:Ye; DC:23, Fe Transmutation [Air] the area surrounding you. [SR:No; DC:23, Fe Transmutation [Air]	1 standard action negates (harmless)) 1 round cept that you can s 1 round cept that you can s 1 standard action 1 standard action 1 standard action s; DC:22, Will negates] 1 standard action gaining many abili 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action its normal weight. [SR:Ye 1 standard action 1 hour 24 hours 3, Will negates] 1 standard action ino more than 1 HD. [SR: 1 standard action mess); DC:23, Fortitude r 1 round except that each to concentration 1 standard action mess); DC:23, Fortitude r 1 round 1 standard action mess); DC:23, Fortitude r 1 round 1 standard action mess); DC:23, Fortitude r 1 round 1 standard action mess); DC:23, Fortitude r 1 standard action 1 standard action	13 minutes 13 rounds [D] summon one 4th-level creatu 13 rounds [D] summon one 4th-level creatu 13 rounds Instantaneous 13 rounds 13 minutes ties and a +4 resistance bon 14 rounds [D] Level:13 Duration 130 minutes tervals among the creatures 13 minutes stervals among the creatures 13 minutes stervals among the creatures 13 minutes tervals among the creatures 13 minutes 13 minutes 14 minutes 13 minutes 13 minutes 14 minutes 13 minutes 13 minutes 14 minutes 13 minutes	Touch Close (55 ft.) Ire, 1d3 3rd-level creatu Close (55 ft.) Ire, 1d3 3rd-level creatu Personal Touch Medium (230 ft.) Personal Long (960 ft.) Range Touch Close (55 ft.) Close (55 ft.) Touch Close (55 ft.) Touch Close (55 ft.) Close (5	CR:p res of the res of the APG:p UM:p ISWG:p ISWG:p ISWG:p UC:p UC:p UC:p UC:p UC:p CR:p CR:p CR:p CR:p CR:p CR:p

	Druid Spe	ells			
Death Ward	Necromancy	1 standard action	13 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject gains a +4 mo	rale bonus on saves against all death spells and	magical death effects.	[SR:Yes (harmless); DC:23, Will negates (h	narmless)]	
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; EF	FECT: Wind walls selectively block attacks. [SR:	res; DC:23, None (see	e 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; EFFECT: Creates a serpentine path	of fire 70 ft. long that deals 14d6 fire damage. [SI	R:Yes; DC:25, Reflex h	nalf] ; CONCENTRATION:+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; EFFECT: 1	allow makes a particular site, building, or structu	re a holy site. [SR:See	e text; DC:25, See text] ; CONCENTRATIO	N:+22	
CL:14)	Evocation, WaterSchool [Cold]	1 standard action	14 rounds [D]	Long (960 ft.)	CR:p.298
IV, S, M/DF] TARGET: Cylinder 20; EFFECT: Great magical hailstones	pound down upon casting this spell	. dealing 3d6 po	ints of bludgeoning damage an	d 2d6 points of cold dama	age to
every creature in the area. [SR:Yes]; CONCENTRATION:+22	3 1	,	3 3 3 4 3 4		J
Insect Plaque	Conjuration (Summoning)	1 round	13 minutes	Long (920 ft.)	CR:p.301
[V, S, DF] TARGET: One swarm of wasps per three levels, each of which must be	adjacent to at least one other swarm; EFFECT: Y	'ou 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; EFFECT: You inflict a curse of the rol	ling sea upon the target making it i	permanently sick	kened Anytime the target is on	or in the water more than	n a mile
from shore, it also becomes staggered with seasickness. The					
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 moun	t: EFFECT: As raise dead, but on an animal. [SR	:Yes (harmless): DC:2	3. None, see text]		
Reprobation	Transmutation [Curse]	1 minute	Permanent	Close (55 ft.)	UM:p.234
V, S, DF] TARGET: One creature of your faith; EFFECT: Marked target is shunne	d by your religion. [SR:Yes]				
	Necromancy [Curse]	1 round	permanent	Touch	APG:p.238
[V, S, M/DF (ashes and a vial of holy or unholy water)] TARGET: one dead creater	ture touched: EFFECT: Dead creature cannot be	revived. [SR:No]			
	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 t	wo of which can be more than 30 ft, apart: EFFE	CT: Transforms wood i	nto snakes to fight for you. [SR:Yes (object); DC:23, Will negates (object)]	
	Abjuration, EarthSchool [MetalSchool]	1 standard action	130 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warded creature gains resista	nce to blows, cuts, stabs, and slashes, [SR:Yes	(harmless): DC:23. Wil	I negates (harmless)]		
Summon Nature's Ally V	Conjuration (Summoning [see text])	1 round	13 rounds [D]	Close (55 ft.)	CR:p.354
V, S, DF] TARGET: One summoned creature; EFFECT: This spell function	s like summon nature's ally Levcer	of that you can s	ummon one 5th-level creature	1d3 4th-level creatures of	of the
same kind, or 1d4+1 lower-level creatures of the same kind	. [SR:No]	or that you can s			
Threefold Aspect	Transmutation	1 standard action	24 hours [D]	Personal	APG:p.249
[S, F (silver crescent worth 5 gp)] TARGET: You; EFFECT: Appear older or your					
Transmute Mud to Rock	Transmutation, EarthSchool [Earth]	1 standard action	Permanent	Medium (230 ft.)	CR:p.361
[V, S, M/DF] TARGET: Up to 26 10-ft. cubes [S]; EFFECT: This spell permanently					
Transmute Rock to Mud	Transmutation, EarthSchool [Earth]	1 standard action	Permanent; see text	Medium (230 ft.)	CR:p.361
[V, S, M/DF] TARGET: Up to 26 10-ft. cubes [S]; EFFECT: This spell turns natural					
Tree Stride	Conjuration (Teleportation) [WoodSchool]	1 standard action	13 hours or until expended; see text	Personal	CR:p.362
[V, S, DF] TARGET: You; EFFECT: When you cast this spell, you gain the ability to		the plant.			
U U U Wall of Fire (CL:14)	Evocation, FireSchool [Fire]	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	CR:p.365
[V, S, M/DF] TARGET: Opaque sheet of flame up to 280 ft. long or a ring of fire wit CONCENTRATION:+22					
	h a radius of up to 35 ft.; either form 20 ft. high; E	FFECT: An immobile,	blazing curtain of shimmering violet fire spr	ings into existence. [SR:Yes];	
	h a radius of up to 35 ft.; either form 20 ft. high; <i>E</i> Conjuration (Creation)	FFECT: An immobile, 1 standard action	blazing curtain of shimmering violet fire spr 130 minutes [D]	Medium (230 ft.)	CR:p.367

	/EL 6 / Per Day:3+1	/ Caster L	ever: 13		
Name	School	Time	Duration	Range	Source
Age Resistance	Transmutation	1 standard action	24 hours	Personal	UM:p.205
[V, S] TARGET: You; EFFECT: Ignore penalties from old age.					
Antilife Shell	Abjuration	1 round	13 minutes [D]	10 ft.	CR:p.242
[V, S, DF] TARGET: 10-ftradius emanation, centered on you; EFFECT: You bring	into being a mobile, hemispherical energy field th	hat prevents the entran	ce of most types of living creatures. [SR:Ye	es]	
Bear's Endurance (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.247
[V, S, M/DF] TARGET: One creature/level, no two of which can be more than 30ft.	apart; EFFECT: Mass Bear's Endurance works li	ke Bear's Endurance, e	xcept that it affects multiple creatures. [SR:	Yes; DC:24, Will negates (harmless)	0]
Bull's Strength (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.251
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30ft. apart;	EFFECT: This spell functions like bull's strength,	except that it affects m	ultiple 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; EF	FECT: This spell functions like cat's grace, except	ot that it affects multiple	creatures. [SR:Yes; DC:24, Will negates (harmless)]	
CL:14) **Chain Lightning (CL:14)	Evocation, AirSchool [Electricity, MetalSch	oo1 standard action	Instantaneous	Long (960 ft.)	CR:p.253
[V, S, F] TARGET: One primary target, plus 14 secondary targets [each of which m [SR:Yes; DC:26, Reflex half]; CONCENTRATION:+22	ust be within 30 ft. of the primary target]; EFFEC	T: This spell creates an	electrical discharge that begins as a single	e stroke commencing from your finger	rtips.
Chain Lightning (CL:14)	Evocation, AirSchool [Electricity, MetalSch	oo1 standard action	Instantaneous	Long (960 ft.)	CR:p.253
[V, S, F] TARGET: One primary target, plus 14 secondary targets [each of which m [SR:Yes; DC:26, Reflex half]; CONCENTRATION:+22	ust be within 30 ft. of the primary target]; EFFEC	T: This spell creates an	electrical discharge that begins as a single	e stroke commencing from your finger	rtips.
Control Winds	Transmutation [Air]	1 standard action	130 minutes	520 ft.	CR:p.261
[V, S] TARGET: 520 ft. radius cylinder 40 ft. high; EFFECT: You alter wind force in	the area surrounding you. [SR:No; DC:24, Fortiti	ude negates]			
Cure Light Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 1d8+13 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC: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; EFFE	CT: This spell functions like dispel magic, except	t that it can end more th	an 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)] TARG	ET: You; EFFECT: You become an incorporeal c	reature of dust for a sh	ort period of time.		
Eagle Aerie	Conjuration (Summoning) [Good]	1 round	13 hours	Long (920 ft.)	UM:p.217
[V, S, DF] TARGET: Summoned eagles; EFFECT: Summon 4 giant eagles. [SR:No	b]				
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 or dungeon. [SR:No or yes (harmless); DC:24, None or Will negates (harmless		rect physical rou	te to a prominent specified des	tination, such as a city, kee	ep, lake,
CONFire Seeds	Conjuration (Creation) [Fire]	1 standard action	130 minutes or until used	Touch	CR:p.282
[V, S, M] TARGET: Up to four acoms or up to eight holly berries; EFFECT: Depe	nding on the version of fire seeds v	vou choose vou	turn acorns into splash weapon	s that you or another char	acter
can throw, or you turn holly berries into bombs that you can				is that you of another onal	autor
	Transmutation	1 minute/lb. created		0 ft.	CR:p.303
[V, S, F] TARGET: An ironwood object weighing up to 65 lbs.; EFFECT: Using this					
Liveoak	Transmutation [WoodSchool]	10 minutes	13 days [D]	Touch	CR:p.305
[V, S] TARGET: Tree touched; EFFECT: This spell turns an oak tree into a protector	• •				0.1.0.000
STARGET: The following EFFECT: This spell turns an oak tree into a protecto 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]; EF					0111010
[v, s, w] TARGET: Dirt in an area up to 750 it. square and up to 10 it. deep [s]; EF	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.318
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart;					0.0.0.0
[v, o, m/bi] ranger. To creatures, no two or which can be more than 30 it. apart,	* =Domain/Speciality		iunipie creatures. [3R. res, DC.24, Will neg	ales (naimess)]	

IEV/EL 6 / Per Dav: 3+1 / Caster Level: 13

	Druid Spe	عااد			
Repel Wood	Transmutation	1 standard action	13 minutes [D]	60 ft.	CR:p.333
[V, S] TARGET: 60-ft. line-shaped emanation from you; EFFECT: Waves of el					-
spell to be pushed away from you to the limit of the range.	SR:No]			, ,	
V, S, M/DF (handful of fine sand cast into the air)] TARGET: cylinder 20; EFFE	Evocation, AirSchool, FireSchool [Air, Fire		14 rounds [D]	Medium (240 ft.)	APG:p.244
Spellstaff	Transmutation	10 minutes	Permanent until discharged [D]	Touch	CR:p.347
[V, S, F] TARGET: Wooden quarterstaff touched; EFFECT: You store one spell that					
Stoneskin (Communal)		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)] TARG	Divination	10 minutes	13 minutes	Personal	s (narmiess)j CR:p.349
[v, s, bf] TARGET: You; EFFECT: You gain the ability to speak with	stones, which relate to you who or	what has touche	ed them as well as revealing wh	nat is covered or concea	aled 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; EFFECT: This spell function same kind, or 1d4+1 lower-level creatures of the same kind		pt that you can s	ummon one 6th-level creature,	103 5th-level creatures	or the
Swarm Skin	Transmutation	1 standard action	see text	Personal	APG:p.248
[V, S, M/DF (a crushed insect hive)] TARGET: You; EFFECT: Turns your body in		1 standard action	40 mar da	Olace (55.4)	110 040
V, S, M/DF (a ball of hardened tar)] TARGET: 20-ftradius burst; EFFECT: Conv	Transmutation [Earth, Fire]		13 rounds	Close (55 ft.)	UC:p.246
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; EFFE		[equal to your si	ze or larger] and pass any dista	ance to a plant of the sa	ame kind in
a single round, regardless of the distance separating the tw		1 1 standard action	Instantaneous	Modium (230.41)	(P 267
V, S, M/DF] TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; EFFEC	Conjuration, EarthSchool (Creation) [Earth T: This spell creates a wall of rock that merges in			Medium (230 ft.)	CR:p.367
	/EL 7 / Per Day:2+1				_
Name	School Transmutation	Time 1 standard action	Duration 24 hours	Range Personal	Source UM:p.205
[V, S] TARGET: You; <i>EFFECT:</i> Ignore penalties from venerable age.					2
Animate Plants	Transmutation	1 standard action	13 rounds or 13 hours; see text	Close (55 ft.)	CR:p.242
[V] TARGET: One Large plant per three caster levels or all plants within range; see	text; EFFECT: You imbue inanimate plants with Necromancy [Curse, Fear]	mobility and a semblar 1 standard action	nce of life. [SR:No] Permanent	Touch	ARG:p.79
[V, S, M] TARGET: One creature; EFFECT: You mark the target with a					
black mark functions as a mark of justice, and when the ma					
as long as the black mark is active, the target is affected as		creatures with the	e aquatic or water subtype or wi	th a swim speed are ma	ade hostile,
even those not of the animal type, though nonaquatic anima	Transmutation	1 round	13 hours [D]	Touch	CR:p.253
[V, S, F] TARGET: Your touched staff; EFFECT: You change a specially prepared	quarterstaff into a Huge treantlike creature. [SR:	No]			
Control Weather	Transmutation, AirSchool, WaterSchool [V	loc10 minutes; see text	4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char					
Control Weather	Transmutation, AirSchool, WaterSchool [V	loc10 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 char	Transmutation, AirSchool, WaterSchool [V age the weather in the local area. [SR:No]	loc10 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 char	nge the weather in the local area. [SR:No] Conjuration (Summoning)	1 standard action	13 rounds	2 miles Close/100 ft.; see text	CR:p.261 CR:p.262
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi 	nge the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No	1 standard action	13 rounds		
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFEF</i> 	ge the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing)	1 standard action ; DC: 25, Fortitude parti- 1 standard action	13 rounds al, see text] Instantaneous	Close/100 ft.; see text	CR:p.262 CR:p.263
V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i> : You char Creeping Doom V, S] TARGET: Four swarms of insects; <i>EFFECT</i> : This spell summons four massi Cure Moderate Wounds (Mass) V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text]	inge the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13	1 standard action ; DC: 25, Fortitude parti- 1 standard action 8 points of damage poin	13 rounds al, see text] Instantaneous ts on each selected creature. [SR: Yes (harr	Close/100 ft.; see text Touch nless); see text; DC: 25, Will half	CR:p.262 CR:p.263 (harmless); see
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFEF</i> 	ge the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing)	1 standard action ; DC: 25, Fortitude parti- 1 standard action	13 rounds al, see text] Instantaneous	Close/100 ft.; see text	CR:p.262 CR:p.263
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] **<u>Elemental Body IV (Air Only)</u> [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. Elemental Body IV (Air Only) 	inge the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13	1 standard action ; DC: 25, Fortitude parti- 1 standard action 8 points of damage poin	13 rounds al, see text] Instantaneous ts on each selected creature. [SR: Yes (harr	Close/100 ft.; see text Touch nless); see text; DC: 25, Will half	CR:p.262 CR:p.263 (harmless); see
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char []] Creeping Doom [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental.	ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air]	1 standard action ; DC:25, Fortitude parti 1 standard action 9 points of damage poin 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR :Yes (harr 13 minutes [D] 13 minutes [D]	Close/100 ft.; see text Touch nless); see text; DC: 25, Will half Personal Personal	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] **<u>Elemental Body IV (Air Only)</u> [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. Elemental Body IV (Air Only) 	ige the weather in the local area. [SR:No] Conjuration (Summoning) <i>ve</i> swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire]	1 standard action ; DC:25, Fortifude parti- 1 standard action 2 points of damage poin 1 standard action 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous	Close/100 ft.; see text Touch nless); see text; DC: 25, Will half Personal	CR:p.262 CR:p.263 (harmless); see CR:p.224
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE [V, S] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, TARGET: You; EFFECT: When a fire storm spell is cast, the w	ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing)	1 standard action ; DC:25, Fortitude partia 1 standard action 9 points of damage poin 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous	Close/100 ft.; see text Touch nless); see text; DC: 25, Will half Personal Personal	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S] TARGET: You; EFFECT: Turns you into a Huge elemental. []] Elemental Body IV (Air Only) [V, S] TARGET: 28 10-ft. cubes [S]; EFFECT: When a fire storm spell is cast, the w []] Heal [V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a	1 standard action ; DC:25, Fortitude partia 1 standard action 2 points of damage poin 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes (harr	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half]; CONCENTRATION:+22 Instantaneous nless); DC:25, Will negates (harmless)]	Close/100 ft.; see text Touch nless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282 CR:p.294
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE [V, S] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, TARGET: You; EFFECT: Turns you into a Huge elemental. [V, S, TARGET: You; EFFECT: When a fire storm spell is cast, the w	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth	1 standard action ; DC:25, Fortitude parti- 1 standard action spoints of damage poin 1 standard action fitame. [SR:Yes; DC:27 1 standard action] 1 s	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous nless); DC:25, Will negates (harmless)] Instantaneous	Close/100 ft.; see text Touch nless); see text; DC :25, Will half Personal Personal Medium (240 ft.)	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [] Creeping Doom [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi [] Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE [] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [] [] [] Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. [] [] [] Second (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: EFFECT: When a fire storm spell is cast, the v [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool]	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes; harri] 1 standard action 2 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous Instantaneous instantaneous is earthen barrier. [SR:No] 14 rounds [D]	Close/100 ft.; see text Touch nless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282 CR:p.294
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: I a creatures, no two of which can be more than 30 ft. apart; EFFE []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] []] []] Set Termental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []]] []] []] Set Termental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []]] []] []] Sum (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: EFFECT: When a fire storm spell is cast, the velocity Heeal [V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive []] []] [V, S, M] anadful of earth] TARGET: 10-fthigh earthen wall, in a line up to 65 million (S): Terming Winds (CL:14) [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see	1 standard action ; DC:25, Fortifude partia 1 standard action 2 points of damage poin 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes (harr] 1 standard action Tistandard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous Instantaneous Instantaneous e earthen barrier. [SR:No] 14 rounds [D] 70N:+22	Close/100 ft.; see text Touch nless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch Medium (230 ft.) Medium (240 ft.)	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.294 APG:p.237 UM:p.236
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE []] (Y, S] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] (Y, S, TARGET: 20 to the totage (S); EFFECT: When a fire storm spell is cast, the value of the totage (S); EFFECT: When a fire storm spell is cast, the value of the totage (S); EFFECT: Heal enables you to channel positive (Y, S) TARGET: Creature touched; EFFECT: Heal enables you to channel positive (Y, S) TARGET: Creature touched; EFFECT: Heal enables you to channel positive (Y, S, M] anadful of earth] TARGET: 10-fthigh earthen wall, in a line up to 65 in (Y, S, M] (Y, S) TARGET: Sandstorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio (Y, S) TARGET: Sandstorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio (Y, S) Curring (Greater)	ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying)	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes; harri] 1 standard action 2 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous Instantaneous instantaneous is earthen barrier. [SR:No] 14 rounds [D]	Close/100 ft.; see text Touch mless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch Medium (230 ft.)	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.294 APG:p.237
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: I a creatures, no two of which can be more than 30 ft. apart; EFFE []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] []] []] Set Termental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []]] []] []] Set Termental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []]] []] []] Sum (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: EFFECT: When a fire storm spell is cast, the velocity Heeal [V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive []] []] [V, S, M] anadful of earth] TARGET: 10-fthigh earthen wall, in a line up to 65 million (S): Terming Winds (CL:14) [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio	ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying)	1 standard action ; DC:25, Fortifude partia 1 standard action 2 points of damage poin 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes (harr] 1 standard action Tistandard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous Instantaneous Instantaneous e earthen barrier. [SR:No] 14 rounds [D] 70N:+22	Close/100 ft.; see text Touch nless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch Medium (230 ft.) Medium (240 ft.)	CR:p.262 CR:p.263 (harmless); see CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.294 APG:p.237 UM:p.236
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [Cure Storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: When a fire storm spell is cast, the with the analytic relative storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: Heal enables you to channel positive [Cure Rampart] [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65 in Scouring Winds (CL:14) [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [Cure Scouring Coreater] [V, S] TARGET: Nangeat (Greater) [V, S] TARGET: not Large plant per three caster levels; <i>EFFECT</i>: Transforms 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation	1 standard action ; DC:25, Fortifude parti- 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action fflictions. [SR:Yes (harr 1 standard action ECT: Creates 5-ft-thick 1 standard action t etxt)] : CONCENTRAT 1 standard action 10 minutes size. [SR:No]	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous nelses); DC:25, Will negates (harmless)] Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours [D]	Close/100 ft.; see text Touch mless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Medium (230 ft.) Medium (240 ft.) See text Close (55 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.294 APG:p.237 UM:p.236 CR:p.337
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char []] Creeping Doom [V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi []] Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. []] []] []] Setting the storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: EFFECT: When a fire storm spell is cast, the v []]] []] []] StargeT: Creature touched; EFFECT: Heal enables you to channel positive []]] []] []] []] []] Scouring Winds (CL:14) []] []] []] Scouring Winds (CL:14) []] []] []] Scouring Winds (CL:14) []] []] []] StargeT: Sandstorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio []]] []] []] Sigge	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action flictions; [SR:Yes; DC:27 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] tandard action [] tandard action [] tandard action [] tandard action [] tandard action [] 0 minutes size. [SR:No] [] round	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous nelses): DC:25, Will negates (harmless)] Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours [D] 13 rounds [D]	Close (55 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [Cure Storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: When a fire storm spell is cast, the with the analytic relative storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: Heal enables you to channel positive [Cure Rampart] [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65 in Scouring Winds (CL:14) [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [Cure Scouring Coreater] [V, S] TARGET: Nangeat (Greater) [V, S] TARGET: not Large plant per three caster levels; <i>EFFECT</i>: Transforms 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Earth School (Creation) [Earth th. long, or a circle with radius of up to 16 ft. EFF Evocation [Air, Earth, WoodSchool] in and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same a Conjuration (Summoning [see text]) s like summon nature's ally I, exce	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action flictions; [SR:Yes; DC:27 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] tandard action [] tandard action [] tandard action [] tandard action [] tandard action [] 0 minutes size. [SR:No] [] round	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous nelses): DC:25, Will negates (harmless)] Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours [D] 13 rounds [D]	Close (55 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] **<u>Elemental Body IV (Air Only)</u> [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [N, S, M] theal [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [V, S] TARGET: Section (CL:14) [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [V, S] TARGET: one Large plant per three caster levels; <i>EFFECT</i>: Transforms [V, S, DF] TARGET: one summoned creature; <i>EFFECT</i>: This spell functions 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] en and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into aboreal catapults of the same t Conjuration (Summoning [see text]) s like summon nature's ally I, exce .[SR:No]	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action flictions; [SR:Yes; DC:27 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] 1 standard action [] tandard action [] tandard action 1 standard action 1 standard action 1 standard action 1 standard action 1 minutes size. [SR:No] 1 round	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous nelses): DC:25, Will negates (harmless)] Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours [D] 13 rounds [D]	Close (55 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] [**Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [] Fire Storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the v [] Rampart [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65 in Scouring Winds (CL:14) [V, S] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except [] StargET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except [] Siege of Trees [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions like scrying, except [] Summon Nature's Ally VII (brachiosaurus or fy V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) re swams of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; <i>EFF</i> Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same are Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] mice Sike Summon nature's ally I, excee	1 standard action ; DC:25, Fortitude parti- 1 standard action 1 standard action ECT: Creates 5-ft-thick 1 standard action ECT: Creates 5-ft-thick 1 standard action (CONCENTRAT) 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous Instantaneous Instantaneous cearthen barrier. [SR:No] 14 rounds [D] 14 rounds [D] 13 hours 13 hours 13 hours [D] 13 rounds [D] ummon one 7th-level creature, 13 rounds [D]	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) Close (55 ft.) 1d3 6th-level creatures Close (55 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.284 CR:p.354 cR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [S] Scorying (Greater) [V, S, DF] TARGET: one Large plant per three caster levels; <i>EFFECT</i>: Transforms [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions are kind, or 1d4+1 lower-level creatures of the same kind 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) re swams of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; <i>EFF</i> Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same are Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] mice Sike Summon nature's ally I, excee	1 standard action ; DC:25, Fortitude parti- 1 standard action 1 standard action ECT: Creates 5-ft-thick 1 standard action ECT: Creates 5-ft-thick 1 standard action (CONCENTRAT) 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous Instantaneous Instantaneous cearthen barrier. [SR:No] 14 rounds [D] 14 rounds [D] 13 hours 13 hours 13 hours [D] 13 rounds [D] ummon one 7th-level creature, 13 rounds [D]	Close/100 ft.; see text Touch mless); see text; DC:25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) Close (55 ft.) 1d3 6th-level creaturess	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.284 CR:p.354 cR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: Creature touched; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65: [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65: [V, S, M] SCOURING (Greater) [V, S] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except [V, S] TARGET: Neglical sensor; <i>EFFECT</i>: This spell functions like scrying, except [V, S, DF] TARGET: one summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Inform your hand; <i>EFFECT</i>: For the duration of this spell, yend	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same s Conjuration (Summoning [see text]) s like summon nature's ally 1, excee .[SR:No] Evocation [Light]	1 standard action ; DC:25, Fortifude partia 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action fliame. [SR:Yes; DC:27 1 standard action flictions. [SR:Yes; DC:27 1 standard action [1 1 standard action flictions. [SR:Yes; harri 1 standard action flictions. [SR:Yes] 1 round flictions	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 13 rounds [D] 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust	Close/100 ft.; see text Touch mless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) Close (55 ft.) 1d3 6th-level creatures close (55 ft.) 1d3 6th-level creatures	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.284 APG:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354 s of the CR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the w [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the w [V, S] TARGET: Curre Wounds (CL:14) [V, S] TARGET: Casture buched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Creature buched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Casture buched; <i>EFFECT</i>: This spell functions like scrying, except [V, S] TARGET: Mage ansor; <i>EFFECT</i>: This spell functions like scrying, except [V, S, DF] TARGET: one summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Line from you	Ige the weather in the local area. [SR:No] Conjuration (Summoning) <i>ee swarms of biting and stinging insects.</i> [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; <i>EFF</i> Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same ar Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzlin	Standard action C:25, Fortifude parti- 1 standard action points of damage point 1 standard action 1 round pt that you can s 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 100:+22 13 hours 13 hours 13 hours 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust each round. [SR:Yes; DC:27, Reflex negate	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) 1d3 6th-level creatures Close (55 ft.) 1d3 6th-level creatures ed 60 ft.	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.294 APG:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354 s of the CR:p.354 s of the
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] [**Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [] Fire Storm (CL:14) [V, S] TARGET: 28 10-ft. cubes [S]: <i>EFFECT</i>: When a fire storm spell is cast, the v [] Rampart [V, S, M (a handful of earth)] TARGET: 10-fthigh earthen wall, in a line up to 65 1 [] Scouring Winds (CL:14) [V, S] TARGET: Sudget sensor: <i>EFFECT</i>: This spell functions like scrying, except [] Siege of Trees [V, S, DF] TARGET: one Large plant per three caster levels; <i>EFFECT</i>: Transforms and kind, or 1d4+1 lower-level creatures of the same kind [] Summon Nature's Ally VII [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions are kind, or 1d4+1 lower-level creatures of the same kind [] Sunbeam (CL:14) [V, S, DF] TARGET: Information of the same kind [] Sunbeam (CL:14) 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same : Conjuration (Summoning [see text]) s like summon nature's ally I, excee . [SR:No] Evocation [Light] ou can use a standard action to evoke a dazzlin Transmutation [WoodSchool]	1 standard action ; DC:25, Fortifude parti- 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action filicitons. (SR:Yes; DC:27 1 standard action ifficitions. (SR:Yes; DC:27 1 standard action ifficitions. (SR:Yes; DC:27 1 standard action ifficitions. (SR:Yes; DC:27 1 standard action ifficitions. (SR:Yes; DC:27 1 standard action i standard action 1 standard action 10 minutes size. (SR:No) 1 round pt that you can s 1 round pt that you can s 1 standard action g beam of intense light 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex haif] ; CONCENTRATION:+22 Instantaneous Reflex haif] ; CONCENTRATION:+22 Instantaneous tearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours 13 nounds [D] 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust each round. [SR:Yes; DC:27, Reflex negate Instantaneous	Close/100 ft.; see text Touch mless); see text; DC :25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) Close (55 ft.) 1d3 6th-level creatures close (55 ft.) 1d3 6th-level creatures	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.282 CR:p.284 APG:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354 s of the CR:p.354
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i> : You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i> : This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i> : The al enables you to channel positive in the elemental in a line up to 65: [V, S] TARGET: Creature touched; <i>EFFECT</i> : 10-fthigh earthen wall, in a line up to 65: [V, S] TARGET: Magical sensor; <i>EFFECT</i> : This spell functions like scrying, except in Scrying (Greater) [V, S] TARGET: Magical sensor; <i>EFFECT</i> : This spell functions like scrying, except in Scrying (Greater) [V, S] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions ame kind, or 1d4+1 lower-level creatures of the same kind, in 3 unbeam (CL:14) [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions same kind, or 1d4+1 lower-level creatures of the same kind, in 3 unbeam (CL:14) [V, S, DF] TARGET: Inform your hand; <i>EFFECT</i> : For the duration of this spel, yconcentration;+22 [D] Transmute Metal to	Ige the weather in the local area. [SR:No] Conjuration (Summoning) ve swams of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration (Earth School (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same to Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzlin Transmutation [WoodSchool] ell enables you to change all metal objects withit Divination	1 standard action ; DC:25, Fortifude partia 1 standard action 1 points of damage poin 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action flame. [SR:Yes; DC:27 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 or iniutes size. [SR:No] 1 round pt that you can s 1 standard action g beam of intense light - 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous netess): DC:25, Will negates (harmless)] Instantaneous te arthen barrier. [SR:No] 14 rounds [D] 10 N:+22 13 hours 13 hours 13 hours [D] 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust each round. [SR:Yes; DC:27, Reflex negate Instantaneous Yes (object; see text)] 13 minutes	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) 1d3 6th-level creatures Close (55 ft.) 1d3 6th-level creatures ed 60 ft.	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.294 APG:p.237 UM:p.236 CR:p.337 UC:p.244 CR:p.354 s of the CR:p.354 s of the
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S, M] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: Creature touched; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Socyring (Greater) [V, S] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except [V, S] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions anne kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine sumoned creature; <i>EFFECT</i>	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] hole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Serving) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same to Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzliny Transmutation Ivandation (Summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzliny Transmutation Vo see all things as they actually are. [SR:Yes	1 standard action ; DC:25, Fortitude parti- 1 standard action 1 standard action (BR:Yes; DC:27 1 standard action (BR:Yes; DC:27 1 standard action (ECT: Creates 5-ft-thick 1 standard action 10 minutes size. (SR:No] 1 round pt that you can s 1 standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] 14 rounds [D] 14 rounds [D] 13 hours 13 hours 13 hours 13 hours [D] 13 rounds [D] 13 rounds [D] 14 rounds [D] 13 rounds [D] 13 rounds [D] 13 rounds [D] 14 rounds or until all beams are exhaust 14 rounds or until all beams are exhaust 15 (object; see text)] 13 mutes 13 mutes 13 mutes 13 mutes	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) Close (55 ft.) 1d3 6th-level creaturess Close (55 ft.) 1d3 6th-level creaturess ed 60 ft. is and Reflex half; see text; Spell Long (920 ft.) Touch	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.294 APG:p.297 UM:p.236 CR:p.337 UC:p.244 CR:p.354 c of the CR:p.354 c of the CR:p.354 c CR:p.354 c CR:p.354
 [V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i>: You char [V, S] TARGET: Four swarms of insects; <i>EFFECT</i>: This spell summons four massi [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: You; <i>EFFECT</i>: Turns you into a Huge elemental. [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i>: When a fire storm spell is cast, the v [V, S] TARGET: Zeature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Creature touched; <i>EFFECT</i>: Heal enables you to channel positive [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i>: Winds block visio [V, S] TARGET: Magical sensor; <i>EFFECT</i>: This spell functions like scrying, except [V, S] Siage of Trees [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i>: This spell function same kind, or 1d4+1 lower-level creatures of the same kind [V, S, DF] TARGET: Ine from your hand; <i>EFFECT</i>: For the duration of this spell, y <i>concentrRation</i>: <i>22</i> [V, S, D] TARGET: Hall metal to Wood [V, S, DF] TARGET: Creature touched; <i>EFFECT</i>: For the duration of this spell, y <i>conceNTRATION</i>:+22 [V, S, DF] TARGET: Creature touched; <i>EFFECT</i>: You confer on the subject the abilit [V, Vortex (CL:14)] 	Ige the weather in the local area. [SR:No] Conjuration (Summoning) er swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] hole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Serving) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same to Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzline Transmutation Transmutation WoodSchool] ell enables you to change all metal objects within Divination ty to see all things as they actually are. [SR:Yes Evocation, WaterSchool [Water]	1 standard action ; DC:25, Fortitude parti- 1 standard action 1 standard action (I standard action (I standard action I standard action I standard action I standard action I standard action 1 standard action 10 minutes size. [SR:No] 1 round pt that you can s 1 standard action g beam of intense light 1 standard action I standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous Instantaneous instantaneous te earthen barrier. [SR:No] 14 rounds [D] 170N:+22 13 hours 13 hours 13 hours 13 nounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust each round. [SR:Yes; DC:27, Reflex negates Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 14 rounds [D]	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) 1d3 6th-level creatures Close (55 ft.) 1d3 6th-level creatures ed 60 ft. is and Reflex half; see text; Spell Long (920 ft.) Touch Long (960 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.282 CR:p.294 APG:p.237 UM:p.236 CR:p.354 c CR:p.354 c of the CR:p.354 i of the CR:p.354 i CR:p.354
<pre>V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You char Creeping Doom V, S] TARGET: Four swarms of insects; EFFECT: This spell summons four massi Cure Moderate Wounds (Mass) V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFE text] Cure Moderate Body IV (Air Only) V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. Cure Moderate Body IV (Air Only) V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. Cure State Body IV (Air Only) V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. Cure State Body IV (Air Only) V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. Cure State Body IV (Air Only) V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental. Cure State Body IV (Air Only) V, S] TARGET: 28 10-ft. cubes [S]; EFFECT: When a fire storm spell is cast, the v Cure Heal V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive Cure Rampart V, S, M (a handful of earth)] TARGET: 10-ft. high earthen wall, in a line up to 65: Cure Rampart V, S, M (a handful of earth)] TARGET: 10-ft. high earthen wall, in a line up to 65: Cure Rampart V, S, TARGET: Stadistorm in 20-ft. radius, 20 ft. high; EFFECT: Winds block visio Cure Scorying (Greater) V, S, DTARGET: One Large plant per three caster levels; EFFECT: Transforms Cure States of Trees V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind Cure Submon Nature'S Ally VII (brachiosaurus or to V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions same kind, or 1d4+1 lower-level creatures of the same kind Cure Subbeam (CL:14) V, S, DF] TARGET: Ine trom your hand; EFFECT: For the duration of this spell, y Concentration:+22 Cure States of the same kind Cure Subbeam (CL:14) V, S, DF] TARGET: Line from your hand; EFFECT: For the duration of this spell, y Concentration:+22 Cure Seeing V, S, M] TARGET: All metal objects within a 40-ftradius burst; EFFECT: This spell V, S,</pre>	Ige the weather in the local area. [SR:No] Conjuration (Summoning) er swarms of biting and stinging insects. [SR:No Conjuration (Healing) CT: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] hole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Serving) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same to Conjuration (Summoning [see text]) s like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzline Transmutation Transmutation WoodSchool] ell enables you to change all metal objects within Divination ty to see all things as they actually are. [SR:Yes Evocation, WaterSchool [Water]	1 standard action ; DC:25, Fortitude parti- 1 standard action 1 standard action (I standard action (I standard action I standard action I standard action I standard action I standard action 1 standard action 10 minutes size. [SR:No] 1 round pt that you can s 1 standard action g beam of intense light 1 standard action I standard action 1 standard action	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] : CONCENTRATION:+22 Instantaneous Instantaneous instantaneous te earthen barrier. [SR:No] 14 rounds [D] 170N:+22 13 hours 13 hours 13 hours 13 nounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust each round. [SR:Yes; DC:27, Reflex negates Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 14 rounds [D]	Close/100 ft.; see text Touch nless); see text; DC:25, Will half Personal Personal Personal Medium (240 ft.) Touch Medium (240 ft.) See text Close (55 ft.) 1d3 6th-level creatures Close (55 ft.) 1d3 6th-level creatures ed 60 ft. is and Reflex half; see text; Spell Long (920 ft.) Touch Long (960 ft.)	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.282 CR:p.294 APG:p.297 UM:p.236 CR:p.337 UC:p.244 CR:p.354 c of the CR:p.354 c of the CR:p.354 c CR:p.354 c CR:p.354
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i> : You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i> : This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. []] **Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. []] **Elemental Body IV (Air Only) [V, S] TARGET: 200; <i>EFFECT</i> : Turns you into a Huge elemental. []] **Elemental Body IV (Air Only) [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i> : When a fire storm spell is cast, the v []] **Elemental Body IV (Air Only) [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i> : When a fire storm spell is cast, the v []] **GET Creature touched; <i>EFFECT</i> : Heal enables you to channel positive []] Rampart [V, S] TARGET: Creature touched; <i>EFFECT</i> : Heal enables you to channel positive []] **Get and the output of a storm in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Winds block visio []] **Gorying (Greater) [V, S] TARGET: Magical sensor; <i>EFFECT</i> : This spell functions like scrying, except []] **Gege of Trees [V, S, DF] TARGET: one Large plant per three caster levels; <i>EFFECT</i> : Transforms []] **Get and the interver's Ally VII [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell function same kind, or 1d4+1 lower-level creatures of the same kind []] **Gubbeam (CL:14) [V, S, DF] TARGET: one summoned creature; <i>EFFECT</i> : This spell function same kind, or 1d4+1 lower-level creatures of the same kind []] **Get: Inferom your hand; <i>EFFECT</i> : For the duration of this spell, y <i>CONCENTATION</i> :+22 []] **Tansmute Metal to Wood [V, S, DF] TARGET: All metal objects within a 40-ftradius burst; <i>EFFECT</i> : This spell []] **Ortex (CL:14) [V, S, MDF (a stirring spoon)] TARGET: whirlpool 5	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] thole area is shot through with sheets of roaring Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] en and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same : Conjuration (Summoning [see text]) S like summon nature's ally I, excee .[SR:No] Evocation [Light] ou can use a standard action to evoke a dazzling Transmutation Usination [WoodSchool] ell enables you to change all metal objects within Divination ty to see all things as they actually are. [SR:Yes; to see all things as they actually are. [SR	1 standard action ; DC:25, Fortifude parti- 1 standard action 1 standard action (I standard action (I standard action (I standard action 1 standard action 1 standard action 1 standard action 1 standard action 10 minutes size. [SR:No] 1 round pt that you can s 1 round pt that you can s 1 standard action n its area to wood. [SR: 1 standard action n its area to wood. [SR: 1 standard action n its area to wood. [SR: 1 standard action 1 standard action i standard a	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous rearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours 13 hours 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust back round. [SR:Yes; DC:27, Reflex negates Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 14 rounds [D] 14 rounds [D] 20:27, Reflex negates, see text] ; CONCEN	Close/100 ft.; see text Touch mless); see text; DC:25, Will half Personal Personal Personal Medium (240 ft.) Touch Medium (230 ft.) Medium (240 ft.) See text Close (55 ft.) Close	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.224 CR:p.237 UM:p.236 CR:p.337 UU:p.244 CR:p.354 CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i> : You char Creeping Doom [V, S] TARGET: Four swarms of insects; <i>EFFECT</i> : This spell summons four massi Cure Moderate Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFE</i> text] ""Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. ""Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. ""Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. ""Elemental Body IV (Air Only) [V, S, M] TARGET: You; <i>EFFECT</i> : Turns you into a Huge elemental. ""Elemental Body IV (Air Only) [V, S] TARGET: 28 10-ft. cubes [S]; <i>EFFECT</i> : When a fire storm spell is cast, the w """Heal [V, S] TARGET: Creature touched; <i>EFFECT</i> : Heal enables you to channel positive """ Heal [V, S] TARGET: Sandstorm in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Winds block visio """ Scouring Winds (CL:14) [V, S] TARGET: Magical sensor; <i>EFFECT</i> : This spell functions like scrying, except """ Siege of Trees [V, S, DF] TARGET: one Large plant per three caster levels; <i>EFFECT</i> : Transforms """ Summon Nature'S Ally VII [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell function same kind, or 1d4+1 lower-level creatures of the same kind """ Summon Nature'S Ally VII (brachiosaurus or fig [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell function same kind, or 1d4+1 lower-level creatures of the same kind """ Sumbeam (CL:14) [V, S, DF] TARGET: Line from your hand; <i>EFFECT</i> : For the duration of this spell, ye <i>CONCENTATION</i> :+22 """ Transmute Metal to Wood [V, S, DF] TARGET: All metal objects within a 40-ftradius burst; <i>EFFECT</i> : This spell [V, S, MDF (a stirring spon)] TARGET: whirlpool 50 ft. deep, 30 ft. wide at top, a """" Wind Walk	Ige the weather in the local area. [SR:No] Conjuration (Summoning) we swarms of biting and stinging insects. [SR:No Conjuration (Healing) C7: You channel positive energy to cure 2d8+13 Transmutation (Polymorph) [Air] Transmutation (Polymorph) [Air] Evocation [Fire] whole area is shot through with sheets of roaring Conjuration (Healing) energy into a creature to wipe away injury and a Conjuration, EarthSchool (Creation) [Earth t. long, or a circle with radius of up to 16 ft.; EFF Evocation [Air, Earth, WoodSchool] n and deal 3d6 damage per round. [SR:Yes (see Divination (Scrying) as noted above. [SR:Yes; DC:25, Will negates] Transmutation Large trees into arboreal catapults of the same : Conjuration (Summoning [see text]) S like summon nature's ally I, exce [SR:No] m;Conjuration [Light] ou can use a standard action to evoke a dazzlim Transmutation I such a store all metal objects within Divination ty to see all things as they actually are. [SR:Yes Evocation [Mars School [Water] and 5 ft. wide at base; EFFECT: Creates a whirf Transmutation [Water School [Water] and 5 ft. wide at base; and a store all we all school and school and school and a store all school and a store all school [Water] and 5 ft. wide at base; EFFECT: Creates a whirf Transmutation [Air] ce of your body to a cloudlike vapor and move th	1 standard action ; DC:25, Fortifude parti- 1 standard action 1 standard action (I standard action (I standard action (I standard action 1 standard action 1 standard action 1 standard action 1 standard action 10 minutes size. [SR:No] 1 round pt that you can s 1 round pt that you can s 1 standard action n its area to wood. [SR: 1 standard action n its area to wood. [SR: 1 standard action n its area to wood. [SR: 1 standard action 1 standard action i standard a	13 rounds al, see text] Instantaneous ts on each selected creature. [SR:Yes (harr 13 minutes [D] 13 minutes [D] 13 minutes [D] Instantaneous Reflex half] ; CONCENTRATION:+22 Instantaneous rearthen barrier. [SR:No] 14 rounds [D] 10N:+22 13 hours 13 hours 13 hours 13 rounds [D] ummon one 7th-level creature, 13 rounds [D] ummon one 7th-level creature, 14 rounds or until all beams are exhaust back round. [SR:Yes; DC:27, Reflex negates Instantaneous Yes (object; see text)] 13 minutes Instantaneous Yes (object; see text)] 14 rounds [D] 14 rounds [D] 20:27, Reflex negates, see text] ; CONCEN	Close/100 ft.; see text Touch mless); see text; DC:25, Will half Personal Personal Personal Medium (240 ft.) Touch Medium (230 ft.) Medium (240 ft.) See text Close (55 ft.) Close	CR:p.262 (harmless); see CR:p.224 CR:p.224 CR:p.224 CR:p.224 CR:p.237 UM:p.236 CR:p.337 UU:p.244 CR:p.354 CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the CR:p.354 c of the
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Dancing Lights

Magic Item Spell-like Abilities

At Will Freedom of Movement (DC:10)

Catori "Spirit"

Human	
RACE	
20	
AGE	
Female	
GENDER	
VISION	
Neutral Good	
ALIGNMENT	
Right	
DOMINANT HAND	
5' 8"	
HEIGHT	
125 lbs.	
WEIGHT	
green EYE COLOUR	
EYE COLOUR	South States and the second states and the
tanned	
SKIN COLOUR	
black, long	A STATE OF A
HAIR / HAIR STYLE	
PHOBIAS	NEW PROPERTY AND A CONTRACT OF A
3	
PERSONALITY TRAITS	
INTERESTS	
INTERESTS	
, SPOKEN STYLE / CATCH PHRASE	
SPOKEN STILL / CATCHPHIKASE	Show and the show and and and
RESIDENCE	
LOCATION	
Mwangi Expanse REGION	www.jasonchanart.com
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: