

<sup>\*:</sup> weapon is equipped

-5

1d8

-7

1d8

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

-9

1d8

-11

1d8

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10
*Shield (Light/Wooden)	Light	+1		-1	5

-13

1d8

	Dagger				HAND Not Carried			REACH 5 ft.		
	7	То Н	it	Da	m			To H	it	Dam
1H-I	2	+2		1d	4	2W-P-(OH)		-4		1d4
1H-0	)	-2		1d	4	2W-P-(OL)		-2		
2H		+2		1d	4	2W-OH		-6		1d4
	10 ft.		20 ft.			30 ft.		40 ft.		50 ft.
TH	+4		+2			+0		-2		-4
Dam	1d4		1d4		1d4 1d4 1		1d4		1d4	

	Scimitar		HAND Not Carried	TYPE	SIZE	CRITICAL	REACH
				S	M	18-20/x2	5 ft.
	To Hit	Dam			To H	it	Dam
1H-P	+2	1d6	2W-P-(OH)		-4		1d6
1H-O	-2	1d6	2W-P-(OL)		-2		1d6
2H	+2	1d6	2W-OH		-8		1d6

EQUIPME	ENT					
ITEM	LOCATION	QTY	WT	COST		
Masterwork Sickle (Cold Iron) May be used to make trip attacks (pg.145), 30 hp/inch, hardness 10	Equipped	1	2	312		
Leather	Equipped	1	15	10		
Boots of Elvenkind	Equipped	1	1	2,500		
Shield (Light/Wooden)	Equipped	1	5	3		
Masterwork Longbow o lbs.	Carried	1	3	375		
Bit and Bridle		1	1	2		
Blanket		1	3	0.5		
Dagger		1	1	2		
Dagger	Saddlebags	2	1 (2)	2 (4)		
Flint and Steel		1	0	1		
Saddle (Riding)		1	25	10		
Saddlebags 34 lbs., 2 Dagger, 1 Backpack, Common, 1 Outfit (Explorer's), 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 2 Waterskin (Filled)		1	8	4		
Backpack, Common o lbs.	Saddlebags	1	2	2		
Outfit (Explorer's)	Saddlebags	1	8	0		
Rations (Trail/Per Day)	Saddlebags	9	1 (9)	0.5 (4.5)		
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Saddlebags	1	5	10		
Waterskin (Filled)	Saddlebags	2	4 (8)	1 (2)		
Scimitar		1	4	15		
TOTAL WEIGHT CARRIED/VALUE 26 lbs. / 3,257 gp						

	WEIGHT ALLOWANCE								
Light	33	Medium	66	Heavy	100				
Lift over head	100	Lift off ground	200	Push / Drag	500				

#### LANGUAGES

Celestial, Common, Draconic, Druidic, Elven, Goblin, Sylvan

#### Archetypes

Pack Lord [Paizo Inc. - Ultimate Magic, p.38]

Some druids bond with many animal companions rather than just one, achieving a level of communion rare even in druidic circles and leading their pack brothers and pack sisters with total authority.

### Adopted Traits Player's Guide, p.329

You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.

#### Pioneer (Ride)

[Paizo Inc. - Kingmaker Player's Guide, p.10]

You have long lived along the southern border of Brevoy, in the shadow of wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the freezing earth, you've learned how to survive on the rugged frontier. With the wilderness ever at your door, you've also learned much about its denizens and the wild creatures that lurk in that unwholesome land. Your family might even claim holdings in the Stolen Lands, with elders telling stories of being driven from or robbed of a lost ancestral homestead, fertile farmlands, bountiful orchards, or a hidden mining claim. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands. You begin play with a horse.

#### Scholar of Ruins (Knowledge (Geography))

[Paizo Inc. - Advanced Player's Guide, p.332]

From the moment you could walk and talk, the ruins of ancient civilizations have fascinated you. Because of this, you have special insight into geography as well as expertise in exploring lost places. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (dungeoneering) checks. One of these skills (your choice) is always a class skill for you.

## Special Attacks Spontaneous Casting [Paizo Inc. - Core Rulebook, p.49]

You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

#### **Special Qualities**

#### Elven Immunities (Ex)

[Paizo Inc. - Core Rulebook, p.22]

Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex)

[Paizo Inc. - Core Rulebook, p.22]

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses (Ex)

[Paizo Inc. - Core Rulebook, p.22]

Elves receive a +2 bonus on Perception skill checks.

#### Low-Light Vision (Ex)

[Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nature Sense (Ex)

[Paizo Inc. - Core Rulebook, p.50]

You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons

[Paizo Inc. - Core Rulebook, p.49]

Magic, p.38]

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

Pack Bond (Ex)

[Paizo Inc. - Ultimate

You may not select a domain and must choose an animal companion. You gain a +2 bonus on wild empathy and Handle Animal checks made regarding your animal companion. You may have more than one animal companion, but you must divide up your effective druid level between your companions to determine the abilities of each companion. Each time your druid level increases, you must decide how to allocate the increase among your animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in your service (you must release the companion or wait until the companion dies to allocate its levels to another companion, which you can do the next time you prepare spells). The share spells animal companion ability only applies to one animal companion at a time - you cannot use it to cast a one-target spell and have it affect all of your animal companions.

Pack Member 1

[Paizo Inc. - Ultimate Magic]

You have 1 levels in pack member 1.

Pack Member 2

[Paizo Inc. - Ultimate Magic]

You have 2 levels in pack member 2.

Trackless Step (Ex)

[Paizo Inc. - Core Rulebook, p.51]

You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Weapon and Armor Proficiency

[Paizo Inc. - Core Rulebook]

Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Weapon Familiarity (Ex)

[Paizo Inc. - Core Rulebook, p.22]

Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex)

[Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+4 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex)

[Paizo Inc. - Core Rulebook]

You may move through any sort of magical undergrowth (such as natural thorns,

briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

#### Feats

**Boon Companion** 

[Paizo Inc. - Seekers of Secrets - A Guide to the Pathfinder Society, p.16]

The abilities of your animal companion or familiar are calculated as though your class were four levels higher, to a maximum bonus equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar, you may apply this feat to the replacement creature.

Spell Focus (Conjuration)

[Paizo Inc. - Core Rulebook, p.134]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

#### **PROFICIENCIES**

Club, Dagger, Dart, Longbow, Longsword, Quarterstaff, Rapier, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Temple), Unarmed Strike

#### **TEMPLATES**

### **Druid Spells**

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	3	2	_	_	_	_	_	_	_
Concentration										

		LEVEL 0			
Name	Save Information	Time Duration	Range	Comp.	Source
□□□□ Create Water		1 standard action Instantaneous	Close (30 ft.)	V, S	CR: p.262
hool: Conjuration (Creation) [Water]	SR: No	Target: Up to 6 gallons of water		Caster Level: 3	Concentration:+6
ect: This spell generates wholesome, drinkable water,	just like clean fam water.	1 standard action Concentration, up to 3 minutes [D]	60 ft.	V, S	CR: p.267
hool: Divination	SR: No	Target: Cone-shaped emanation		Caster Level: 3	Concentration:+6
ect: You detect magical auras.					
Detect Poison		1 standard action Instantaneous	Close (30 ft.)	V, S	CR: p.268
hool: Divination	SR: No	Target: Or Area one creature, one object, or a 5-ft. cube		Caster Level: 3	Concentration:+6
fect: You determine whether a creature, object, or are	DC: 13, Fortitude negates	1 standard action Instantaneous	Close (30 ft.)	V	CR: p.284
DDDD Flare  shool: Evocation [Light]	SR: Yes	Target: Burst of light	0.000 (00 14.)	Caster Level:3	Concentration:+6
fect: This cantrip creates a burst of light.	on. les	rarge. Burst of light		Caster Level. 5	Concentiation.+c
□□□□ Guidance	DC: 13, Will negates (harmless)	1 standard action 1 minute or until discharged	Touch	V, S	CR: p.292
hool: Divination	SR: Yes	Target: Creature touched		Caster Level: 3	Concentration:+6
fect: This spell imbues the subject with a touch of divi	ne guidance.	4 standard astice   Instantaneous	Deserve	V C	CD: = 204
Mnow Direction		1 standard action Instantaneous	Personal	V, S	CR: p.304
hool: Divination fect: When you cast this spell, you instantly know the	SR:	Target: You		Caster Level: 3	Concentration:+6
	direction of notal norm your current position.	1 standard action 30 minutes	Touch	V, M/DF	CR: p.304
hool: Evocation [Light, WoodSchool]	SR: No	Target: Object touched		Caster Level: 3	Concentration:+6
fect: This spell causes a touched object to glow like a					
<i>□□□□</i> Mending	DC: 13, Will negates (harmless, object)	10 minutes Instantaneous	10 ft.	V, S	CR: p.312
hool: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: One object of up to 3 lb.		Caster Level: 3	Concentration:+6
Fect: This spell repairs damaged objects, restoring 1d4	hit points to the object.  DC: 13, Will negates (object)	1 standard action Instantaneous	10 ft.	V, S	CR: p.328
DDDD Purify Food and Drink  thool: Transmutation	SR: Yes (object)	Target 3 cu. ft. of contaminated food and water		v, s Caster Level:3	Concentration:+6
inon: Transmutation fect: This spell makes spoiled, rotten, diseased, poisor				Caster Lever: 3	Concentration.+
□□□□ Read Magic		1 standard action 30 minutes	Personal	V, S, F	CR: p.330
hool: Divination	SR:	Target: You		Caster Level: 3	Concentration:+
fect: You can decipher magical inscriptions on objects			Tourt	V. S. M/DF	CD: = 224
Resistance	DC: 13, Will negates (harmless)	1 standard action 1 minute	Touch	, -, -	CR: p.334
chool: Abjuration fect: You imbue the subject with magical energy that p	SR: Yes (harmless)	Target: Creature touched		Caster Level: 3	Concentration:+
IDDDD Spark	DC: 13, Fortitude negates (object)	1 standard action Instantaneous	Close (30 ft.)	V or S	APG: p.246
chool: Evocation, FireSchool [Fire]	SR: Yes (object)	Target: one Fine object	. ,	Caster Level: 3	Concentration:+6
fect: Ignites flammable objects.					
DDDD Stabilize	DC: 14, Will negates (harmless)	1 standard action Instantaneous	Close (30 ft.)	V, S	CR: p.348
chool: Conjuration (Healing)	SR: Yes (harmless)	Target: One living creature		Caster Level: 3	Concentration:+6
chool: Conjuration (Healing)  ffect: Upon casting this spell, you target a living creatu			Touch		
chool: Conjuration (Healing)	re that has -1 or fewer hit points.  SR: Yes (harmless)	1 standard action 1 min.  Target: Creature touched	Touch	V, S, DF CasterLevel:3	CR: p.365
chool: Conjuration (Healing) fect: Upon casting this spell, you target a living creatu CODO Virtue chool: Transmutation	re that has -1 or fewer hit points.  SR: Yes (harmless)	1 standard action 1 min.  Target: Creature touched	Touch	V, S, DF	CR: p.365 Concentration:+6
Proof: Conjuration (Healing)  ###################################	re that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration	Range	V, S, DF Caster Level: 3 Comp.	CR: p.365  Concentration:+6
chool: Conjuration (Healing)  ffect: Upon casting this spell, you target a living creatu  JUDICI Virtue  Chool: Transmutation  ffect: With a touch, you infuse a creature with a tiny su	re that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1		V, S, DF CasterLevel:3	CR: p.365  Concentration:+6  Source UC: p.222
Air Bubble	re that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration	<b>Range</b> Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small	CR: p.365  Concentration:+6  Source UC: p.222
chool: Conjuration (Healing)  fect: Upon casting this spell, you target a living creatu  IDDDD Virtue  chool: Transmutation  fect: With a touch, you infuse a creature with a tiny su  Name  IDDDD Air Bubble  chool: Conjuration (Creation)  fect: Creates a small pocket of air around your head of	se that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information  DC: 15, Will negates (harmless)  SR: Yes (harmless)  or an object.	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to	Range Touch wohanded weapon	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3	CR: p.365 Concentration:+6 Source UC: p.222 Concentration:+6
thool: Conjuration (Healing)  feet: Upon casting this spell, you target a living creatu  LIDDD Virtue  thool: Transmutation  feet: With a touch, you infuse a creature with a tiny su  Name  LIDDD Air Bubble  thool: Conjuration (Creation)  feet: Creates a small pocket of air around your head of	re that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information  DC: 15, Will negates (harmless)  SR: Yes (harmless)  or an object.  DC: 14, Will negates	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to minute 3 hours	<b>Range</b> Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3 V, S	CR: p.365 Concentration:+4 Source UC: p.222 Concentration:+4 APG: p.201
Proof: Conjuration (Healing)  Fect Upon casting this spell, you target a living creature of the conjuration (Creation)  Fect Creates a small pocket of air around your head of the conjuration (Creation)  Fect Creates a small pocket of air around your head of the conjuration of the conjuration (Creation)  Fect Creates a small pocket of air around your head of the conjuration of the conjuratio	se that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information  DC: 15, Will negates (harmless)  SR: Yes (harmless)  or an object.	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to	Range Touch wohanded weapon	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3	CR: p.365 Concentration:+4 Source UC: p.222 Concentration:+4 APG: p.201
chool: Conjuration (Healing)  ffect Upon casting this spell, you target a living creature of the conjuration (Creation)  ffect Creates a small pocket of air around your head of the conjuration of the conjugation of the con	re that has -1 or fewer hit points.  SR: Yes (harmless)  rge of life, granting the subject 1 temporary hit p  Save Information  DC: 15, Will negates (harmless)  SR: Yes (harmless)  or an object.  DC: 14, Will negates	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to minute 3 hours	Range Touch wohanded weapon	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3 V, S	CR: p.365 Concentration:4  Source UC: p.222 Concentration:4  APG: p.201 Concentration:4
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creatu  DDDD Virtue thool: Transmutation feet: With a touch, you infuse a creature with a tiny su  Name  DDDD Air Bubble thool: Conjuration (Creation) feet: Creates a small pocket of air around your head of  DDDD Alter Winds thool: Transmutation, AirSchool [Air, WoodSchool] feet: Increase/decrease strength of natural winds.	SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes DC: 14, Fortitude negates (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours	Range Touch wohanded weapon Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley)	CR: p.365 Concentration:H Source UC: p.222 Concentration:H APG: p.201 Concentration:H
chool: Conjuration (Healing)  fect: Upon casting this spell, you target a living creatu  IDDDD Virtue  Chool: Transmutation  fect: With a touch, you infuse a creature with a tiny su  Name  IDDDD Air Bubble  Chool: Conjuration (Creation)  fect: Creates a small pocket of air around your head of IDDDD Alter Winds  chool: Transmutation, AirSchool [Air, WoodSchool]  fect: Increase/decrease strength of natural winds.  IDDDD Ant Haul  chool: Transmutation	see that has -1 or fewer hit points.  SR: Yes (harmless) rage of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates  SR: Yes	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to the standard action 3 hours  Target immobile 10-ftradius emanation	Range Touch wohanded weapon Touch	Comp. S, M/DF (a small bladder filled with air, Caster Level: 3 V, S Caster Level: 3 V, S, M/DF (a small syllen)	CR: p.365 Concentration:H Source UC: p.222 Concentration:H APG: p.201 Concentration:H
chool: Conjuration (Healing)  fect: Upon casting this spell, you target a living creature in the conjunction of the conjunction of the conjunction of the conjunction (Creation)  fect: With a touch, you infuse a creature with a tiny surprise of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Creates a small pocket of air around your head of the conjunction (Creation)  fect: Crea	SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes DC: 14, Fortitude negates (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours	Range Touch wohanded weapon Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley)	CR: p.365 Concentration:H Source UC: p.222 Concentration:H APG: p.201 Concentration:H
chool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the conjuration (Creation) feet: Creates a small pocket of air around your head of the conjuration (Creation) feet: Creates a small pocket of air around your head of the conjuration of the conjugation of th	SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes DC: 14, Fortitude negates (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched	Range Touch wohanded weapon Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3	CR: p.365 Concentration:+1 Source UC: p.222 Concentration:+1 APG: p.201 Concentration:+1 APG: p.202 Concentration:+1 APG: p.203
Proof: Conjuration (Healing) Proof: Conjuration (Healing) Proof: Transmutation Proof: Transmu	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You	Range Touch wohanded weapon Touch Touch Personal	Comp. S, M/DF (a small bladder filled with air Caster Level: 3 V, S Caster Level: 3 V, S, M/DF (a small pulley) Caster Level: 3 V, S, DF Caster Level: 3	CR: p.365 Concentration:H  Source UC: p.222 Concentration:H  APG: p.201 Concentration:H  APG: p.202 Concentration:H  APG: p.203 Concentration:H
Indication (Healing)  Feet Upon casting this spell, you target a living creature of the property of the proper	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) or an object. DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes	Range Touch wohanded weapon Touch	Comp. S, M/DF (a small bladder filled with air Caster Level: 3 V, S Caster Level: 3 V, S, M/DF (a small pulley) Caster Level: 3 V, S, DF Caster Level: 3 S	CR: p.365 Concentration:+1 Source UC: p.222 Concentration:+1 APG: p.201 Concentration:+1 APG: p.202 Concentration:+1 APG: p.203
chool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the property of th	re that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless)	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You	Range Touch wohanded weapon Touch Touch Personal	V, S, DF Caster Level: 3  Comp. S, MDF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3	Source UC: p.222 Concentration:+4 APG: p.201 Concentration:+4 APG: p.202 Concentration:+4 APG: p.203 Concentration:+4 APG: p.203 Concentration:+4 APG: p.203 Concentration:+4 APG: p.203
Proof: Conjuration (Healing) Proof: Upon casting this spell, you target a living creature with a time spell, you target a living creature with a time spell, you target a living creature with a time specific with a touch, you infuse a creature with a time specific with a touch, you infuse a creature with a time specific wit	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  The DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You 1 standard action 30 minutes	Range Touch wohanded weapon Touch Touch Personal Personal	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3 on Stealth checks and	CR: p.365 Concentration:H  Source UC: p.222 Concentration:H  APG: p.201 Concentration:H  APG: p.202 Concentration:H  APG: p.203 Concentration:H  ARG: p.29 Concentration:H  ARG: p.29 Concentration:H
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the property of th	re that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless) oran object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No to change the coloration of yourself and your equiple, you move no more than half your base speeid.	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes	Range Touch wohanded weapon Touch Touch Personal Personal a+4 circumstance bonus our turn, you gain no ben	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  on Stealth checks and efit from this spell until	Source UC: p.222 Concentration:+ APG: p.201 Concentration:+ APG: p.202 Concentration:+ APG: p.203 Concentration:+ ARG: p.203 Concentration:+ ARG: p.29 Concentration:+ ARG: p.
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the property of th	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes  DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes  No to change the coloration of yourself and your equivalence of the coloration of your specific policy.  DC: 14, Fortitude negates (harmless)	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes	Range Touch wohanded weapon Touch Touch Personal Personal	V, S, DF  Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S  Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF  Caster Level: 3  S  Caster Level: 3  on Stealth checks and efit from this spell until V, S, DF	Source UC: p.222 Concentration:+ APG: p.201 Concentration:+ APG: p.202 Concentration:+ APG: p.203 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ APG: p.203 Concentration:+ APG: p.203 Concentration:+ APG: p.203 Concentration:+ APG: p.207
Indool: Conjuration (Healing)  Feet: Upon casting this spell, you target a living creature  Indool: Virtue  Indool: Transmutation  Feet: With a touch, you infuse a creature with a tiny sure  Indool: Transmutation  Feet: Creates a small pocket of air around your head of the color.  Indool: Transmutation, AirSchool [Air, WoodSchool]  Feet: Increase/decrease strength of natural winds.  Indool: Transmutation  Feet: Triples carrying capacity of a creature.  Indool: Transmutation (Polymorph)  Feet: Gives bonuses on Perception checks and ranged  Indool: Transmutation  Feet: Tou Glamer)  Feet: You draw upon your elven link to the wilderness eath checks without cover or concealment, but only won. If you make an attack, this spell ends [as invisibility  Indool: Transmutation  Bristle  Hool: Transmutation  Firstle	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  Or an object. DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)  SR: Alacks.  SR: No to change the coloration of yourself and your equilibre you move no more than half your base speed)  DC: 14, Fortitude negates (harmless)  SR: Yes	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes	Range Touch wohanded weapon Touch Touch Personal Personal a+4 circumstance bonus our turn, you gain no ben	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  on Stealth checks and efit from this spell until	Source UC: p.222 Concentration:+ APG: p.201 Concentration:+ APG: p.202 Concentration:+ APG: p.203 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ ARG: p.29 Concentration:+ APG: p.203 Concentration:+ APG: p.203 Concentration:+ APG: p.203 Concentration:+ APG: p.207
Incol: Conjuration (Healing) Feet: Upon casting this spell, you target a living creature in the properties of the proper	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  Or an object. DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)  SR: Alacks.  SR: No to change the coloration of yourself and your equilibre you move no more than half your base speed)  DC: 14, Fortitude negates (harmless)  SR: Yes	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes	Range Touch wohanded weapon Touch Touch Personal Personal a+4 circumstance bonus our turn, you gain no ben	V, S, DF  Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S  Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF  Caster Level: 3  S  Caster Level: 3  on Stealth checks and efit from this spell until V, S, DF	Source UC: p.222 Concentration:+4 APG: p.201 Concentration:+4 APG: p.202 Concentration:+4 APG: p.203 Concentration:+4 ARG: p.203 Concentration:+4 ARG: p.209 Concentration:+4 ARG: p.209 Concentration:+4 ARG: p.209 Concentration:+4 ARG: p.207
Indool: Conjuration (Healing)  Feet: Upon casting this spell, you target a living creature of the proof. Transmutation  Feet: With a touch, you infuse a creature with a tiny surprise of the proof. Transmutation  Feet: With a touch, you infuse a creature with a tiny surprise of the proof. Conjuration (Creation)  Feet: Creates a small pocket of air around your head of the proof. Conjuration (Creation)  Feet: Creates a small pocket of air around your head of the proof. Transmutation, AirSchool [Air, WoodSchool]  Feet: Increase/decrease strength of natural winds.  Feet: Triples carrying capacity of a creature.  FEED Aspect of the Falcon  Feet: Gives bonuses on Perception checks and ranged theol: Illusion (Glamer)  Feet: You draw upon your elven link to the wilderness allth checks without cover or concealment, but only won, If you make an attack, this spell ends [as invisibility feet: Trade natural armor bonus for a bonus on attack and the control of the proof. Transmutation  Feet: Trade natural armor bonus for a bonus on attack and the control of the proof. Transmutation  Feet: Trade natural armor bonus for a bonus on attack and the control of the proof. Transmutation  Feet: Trade natural armor bonus for a bonus on attack and the proof. Transmutation	SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No to change the coloration of yourself and your equilie you move no more than half your base speed). DC: 14, Fortitude negates (harmless) SR: Yes s with natural weapons.	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius em	Range Touch wohanded weapon Touch  Touch  Personal  Personal  44 circumstance bonus rur turn, you gain no ben Touch	V, S, DF Caster Level: 3  Comp. S, MDF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  S Caster Level: 3  V, S, DF	Source UC: p.222 Concentration:+4  APG: p.201 Concentration:+4  APG: p.202 Concentration:+4  APG: p.203 Concentration:+4  APG: p.203 Concentration:+4  APG: p.207 Concentration:+4  APG: p.207 Concentration:+4  APG: p.207 Concentration:+4  APG: p.209
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the conjuration (Creation) feet: With a touch, you infuse a creature with a tiny surpose of the conjuration (Creation) feet: Creates a small pocket of air around your head of the conjuration (Creation) feet: Creates a small pocket of air around your head of the conjuration (Creation) feet: Transmutation, AirSchool [Air, WoodSchool] feet: Increase/decrease strength of natural winds.  IDDDD Ant Haul thool: Transmutation feet: Triples carrying capacity of a creature.  IDDDD Aspect of the Falcon theol: Transmutation (Polymorph) feet: Gives bonuses on Perception checks and ranged thool: Bleend thool: Bleend thool: Bleend thool: Illusion (Glamer) feet: You draw upon your elven link to the wilderness and the class without cover or concealment, but only we n. If you make an attack, this spell ends [as invisibility thool: Transmutation feet: Trade natural armor bonus for a bonus on attack  IDDDD Call Animal thool: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  Or an object. DC: 14, Will negates  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Yes (harmless)  SR: Alacks.  SR: No to change the coloration of yourself and your equilibre you move no more than half your base speed)  DC: 14, Fortitude negates (harmless)  SR: Yes	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You 1 standard action 30 minutes  Target: You immobile 10 your surroundings. This grants you add or less. If you move more than half your base speed on your surroundings. This grants you add or less. If you move more than half your base speed on your surroundings. This grants you add or less. If you move more than half your base speed on your surroundings. This grants you add or less. If you move more than half your base speed on your surroundings. This grants your surroundings.	Range Touch wohanded weapon Touch  Touch  Personal  Personal  44 circumstance bonus rur turn, you gain no ben Touch	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  on Stealth checks and efit from this spell until V, S, DF Caster Level: 3	Source UC: p.222 Concentration:+4  APG: p.201 Concentration:+4  APG: p.202 Concentration:+4  APG: p.203 Concentration:+4  APG: p.203 Concentration:+4  APG: p.207 Concentration:+4  APG: p.207 Concentration:+4  APG: p.207 Concentration:+4  APG: p.209
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the property of th	SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No to change the coloration of yourself and your equilie you move no more than half your base speed). DC: 14, Fortitude negates (harmless) SR: Yes s with natural weapons.	1 standard action 1 min.  Target: Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 3 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius emanation 1 standard action 30 minutes  Target: You immobile 10-ft. radius em	Range Touch wohanded weapon Touch  Touch  Personal  Personal  44 circumstance bonus rur turn, you gain no ben Touch	V, S, DF Caster Level: 3  Comp. S, MDF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  S Caster Level: 3  V, S, DF	Source UC: p.222 Concentration:44 APG: p.201 Concentration:44 APG: p.203 Concentration:44 APG: p.203 Concentration:44 APG: p.207 Concentration:44 APG: p.207 Concentration:44 APG: p.207 Concentration:44 APG: p.207 Concentration:44 APG: p.209
thool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature of the property of th	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes  DC: 14, Will negates (harmless)  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Alacks.  SR: No  to change the coloration of yourself and your equilibre you move no more than half your base speed)  DC: 14, Fortitude negates (harmless)  SR: Yes  SR: No  To change the coloration of yourself and your equilibre you move no more than half your base speed)  DC: 14, Fortitude negates (harmless)  SR: Yes  s with natural weapons.	1 standard action 1 min.  Target: Creature touched boint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target: one creature or one object no larger than a Large to 1 minute 3 hours  Target: immobile 10-ftradius emanation 1 standard action 6 hours  Target: creature touched 1 standard action 3 minutes  Target: You 1 standard action 30 minutes  Target: You add or less. If you move more than half your base speed on your standard action 3 minutes  Target: One creature 1 standard action 3 hours [D]  Target: one animal whose CR is equal or less than 3	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  see description	Comp. S, MDF (a small bladder filled with air, Caster Level: 3 V, S Caster Level: 3 V, S, M/DF (a small pulley) Caster Level: 3 V, S, DF Caster Level: 3 S Caster Level: 3 On Stealth checks and efit from this spell until V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 Caster Level: 3	CR: p.365 Concentration:4  Source UC: p.222 Concentration:4  APG: p.201 Concentration:4  APG: p.202 Concentration:4  APG: p.203 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.209 Concentration:4  CR: p.252
hool: Conjuration (Healing) feet: Upon casting this spell, you target a living creatu DDDD Virtue hool: Transmutation feet: With a touch, you infuse a creature with a tiny su  Name DDDD Air Bubble hool: Conjuration (Creation) feet: Creates a small pocket of air around your head of DDDD Alter Winds hool: Transmutation, AirSchool [Air, WoodSchool] feet: Increase/decrease strength of natural winds. DDDD Ant Haul hool: Transmutation feet: Triples carrying capacity of a creature. DDDD Aspect of the Falcon hool: Transmutation (Polymorph) feet: Gives bonuses on Perception checks and ranged DDDD Blend hool: Blusion (Glamer) feet: You draw upon your elven link to the wilderness salth checks without cover or concealment, but only wen. If you make an attack, this spell ends [as invisibility DDDD Bristle hool: Transmutation feet: Trade natural armor bonus for a bonus on attack DDDDD Call Animal hool: Enchantment (Compulsion) [Mind-Affecting] feet: Makes an animal come to you. DDDDD Calm Animals hool: Enchantment (Compulsion) [Mind-Affecting,	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  DC: 14, Will negates (harmless)  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Alacks.  SR: No to change the coloration of yourself and your equivalence of the your e	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You 1 standard action 30 minutes  Target you move more than half your base speed on you all the soil or less. If you move more than half your base speed on you 1 standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  see description	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  On Stealth checks and efit from this spell until V, S, DF Caster Level: 3  V, S, DF	CR: p.365 Concentration:4  Source UC: p.222 Concentration:4  APG: p.201 Concentration:4  APG: p.202 Concentration:4  APG: p.203 Concentration:4  ARG: p.29 Concentration:4  ARG: p.29 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.209 Concentration:4
Incol: Conjuration (Healing) Feet: Upon casting this spell, you target a living creature of the Conjuration (Healing) Feet: Upon casting this spell, you target a living creature of the Conjuration (Feet: With a touch, you infuse a creature with a tiny surface of the Conjuration (Creation) Feet: Onjuration (Creation) Feet: Creates a small pocket of air around your head of the Conjuration (Creation) Feet: Transmutation, AirSchool [Air, WoodSchool] Feet: Increase/decrease strength of natural winds. Feet: Increase/decrease strength of natural winds. Feet: Transmutation Feet: Transmutation Feet: Transmutation (Polymorph) Feet: Gives bonuses on Perception checks and ranged whool: Transmutation (Polymorph) Feet: Gives bonuses on Perception checks and ranged whool: Transmutation Feet: Trade natural armor bonus for a bonus on attack FEED BISTILE Fehool: Transmutation Feet: Trade natural armor bonus for a bonus on attack FEED Call Animal Feet: Makes an animal come to you. FEED Call Animal Feet: This spell soothes and quiets animals, rendering Feet: This spell soothes and quiets animals, rendering	SR: Yes (harmless)  Save Information DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  DC: 14, Will negates (harmless)  SR: Yes  DC: 14, Fortitude negates (harmless)  SR: Alacks.  SR: No to change the coloration of yourself and your equivalence of the your e	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You 1 standard action 30 minutes  Target you move more than half your base speed on you all the soil or less. If you move more than half your base speed on you 1 standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  see description	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  On Stealth checks and efit from this spell until V, S, DF Caster Level: 3  V, S, DF	CR: p.365 Concentration:4  Source UC: p.222 Concentration:4  APG: p.201 Concentration:4  APG: p.202 Concentration:4  APG: p.203 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.209 Concentration:4  CR: p.252
chool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature with a time spell pool to the s	re that has -1 or fewer hit points.  \$\$SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) \$\$SR: Yes (harmless) \$\$SR: Yes (harmless) \$\$C: 14, Will negates \$\$SR: Yes  DC: 14, Fortitude negates (harmless)  \$\$SR: Altacks.  \$\$SR: Altacks.  \$\$SR: No to change the coloration of yourself and your equivalence your example of the point of the poi	I standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You 1 standard action 30 minutes  Target you move more than half your base speed on you all the source of th	Range Touch wohanded weapon Touch  Touch  Personal  Personal  a+4 circumstance bonus aur turn, you gain no ben Touch  see description  Close (30 ft.)	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  On Stealth checks and effit from this spell until 1  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3	CR: p.365 Concentration:H  Source UC: p.222 Concentration:H  APG: p.201 Concentration:H  APG: p.202 Concentration:H  APG: p.203 Concentration:H  APG: p.207 Concentration:H  APG: p.207 Concentration:H  CR: p.252 Concentration:H  CR: p.254
chool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature with a time spell, you target a living creature with a time spell, you target a living creature with a time spell special spe	re that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: Altacks.  SR: No to change the coloration of yourself and your equivalence you move no more than half your base speed.  DC: 14, Fortitude negates (harmless) SR: Yes s with natural weapons.  SR: None DC: 14, Will negates SR: Yes them docile and harmless. DC: 14, Will negates SR: Yes	1 standard action 1 min.  Target Creature touched boint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You uipment to match that of your surroundings. This grants you all or less. If you move more than half your base speed on your lates of the standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes  Target Animals within 30 ft. of each other  1 standard action 3 hours  Target One animal	Range Touch wohanded weapon Touch  Touch  Personal  Personal  a+4 circumstance bonus aur turn, you gain no ben Touch  see description  Close (30 ft.)	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  V, S, DF Caster Level: 3  V, S, Caster Level: 3	CR: p.365 Concentration:H  Source UC: p.222 Concentration:H  APG: p.201 Concentration:H  APG: p.202 Concentration:H  APG: p.203 Concentration:H  APG: p.207 Concentration:H  APG: p.207 Concentration:H  CR: p.252 Concentration:H  CR: p.254
Incol: Conjuration (Healing) Feet: Upon casting this spell, you target a living creature Incol: Transmutation Feet: With a touch, you infuse a creature with a tiny su  Name Incol: Transmutation Feet: With a touch, you infuse a creature with a tiny su  Incol: Conjuration (Creation) Feet: Creates a small pocket of air around your head of  Incol: Transmutation, AirSchool [Air, WoodSchool] Feet: Increase/decrease strength of natural winds.  Incol: Transmutation, AirSchool [Air, WoodSchool] Feet: Increase/decrease strength of natural winds.  Incol: Transmutation Feet: Transmutation Feet: Transmutation Feet: Gives bonuses on Perception checks and ranged  Incol: Illusion (Glamer) Feet: Gives bonuses on Perception checks and ranged  Incol: Illusion (Glamer) Feet: Trade natural armor bonus for a bonus on attack  Incol: Transmutation Feet: Trade natural armor bonus for a bonus on attack  Incol: Enchantment (Compulsion) [Mind-Affecting] Feet: Makes an animal come to you.  Incol: Enchantment (Compulsion) [Mind-Affecting] Feet: This spell soothes and quiets animals, rendering  Incol: This spell soothes and quiets animals, rendering  Incol: This spell soothes and quiets animals, rendering  Incol: This spell functions like charm person, except the  Incol: This spell functions like charm person, except the	re that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: Altacks.  SR: No to change the coloration of yourself and your equivalence you move no more than half your base speed.  DC: 14, Fortitude negates (harmless) SR: Yes s with natural weapons.  SR: None DC: 14, Will negates SR: Yes them docile and harmless. DC: 14, Will negates SR: Yes	I standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You 1 standard action 30 minutes  Target you move more than half your base speed on you all the source of th	Range Touch wohanded weapon Touch  Touch  Personal  Personal  a+4 circumstance bonus aur turn, you gain no ben Touch  see description  Close (30 ft.)	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3  V, S Caster Level: 3  V, S Caster Level: 3	CR: p.365 Concentration:4  Source UC: p.222 Concentration:4  APG: p.201 Concentration:4  APG: p.203 Concentration:4  APG: p.203 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.254 Concentration:4  CR: p.254 Concentration:4  CR: p.254
chool: Conjuration (Healing) feet: Upon casting this spell, you target a living creature with a time spell, you target a living creature with a time spell proof. Transmutation feet: With a touch, you infuse a creature with a time specific with a touch, you infuse a creature with a time specific with a touch, you infuse a creature with a time specific with a touch, you infuse a creature with a time specific with a time specifi	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: No to change the coloration of yourself and your equivalence of the yourse	I standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target One creature 1 standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes  Target Animals within 30 ft. of each other  1 standard action 3 hours  Target One animal 1 standard action 3 hours	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  See description  Close (30 ft.)	V, S, DF Caster Level: 3  V, S, MDF (a small bladder filled with air, Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  On Stealth checks and efit from this spell until  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3	CR: p.365 Concentration:H  Source UC: p.222 Concentration:H  APG: p.201 Concentration:H  APG: p.202 Concentration:H  APG: p.203 Concentration:H  APG: p.207 Concentration:H  APG: p.207 Concentration:H  CR: p.252 Concentration:H  CR: p.254 Concentration:H  CR: p.254 Concentration:H  APG: p.211
Incol: Conjuration (Healing) Feet: Upon casting this spell, you target a living creature Incol: Transmutation Feet: With a touch, you infuse a creature with a tiny su  Name Incol: Transmutation Feet: With a touch, you infuse a creature with a tiny su  Incol: Conjuration (Creation) Feet: Creates a small pocket of air around your head of  Incol: Transmutation, AirSchool [Air, WoodSchool] Feet: Increase/decrease strength of natural winds.  Incol: Transmutation, AirSchool [Air, WoodSchool] Feet: Increase/decrease strength of natural winds.  Incol: Transmutation Feet: Transmutation Feet: Transmutation Feet: Gives bonuses on Perception checks and ranged  Incol: Illusion (Glamer) Feet: Gives bonuses on Perception checks and ranged  Incol: Illusion (Glamer) Feet: Trade natural armor bonus for a bonus on attack  Incol: Transmutation Feet: Trade natural armor bonus for a bonus on attack  Incol: Enchantment (Compulsion) [Mind-Affecting] Feet: Makes an animal come to you.  Incol: Enchantment (Compulsion) [Mind-Affecting] Feet: This spell soothes and quiets animals, rendering  Incol: This spell soothes and quiets animals, rendering  Incol: This spell soothes and quiets animals, rendering  Incol: This spell functions like charm person, except the  Incol: This spell functions like charm person, except the	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: Atlacks. SR: No to change the coloration of yourself and your equivale you move no more than half your base speed.  DC: 14, Fortitude negates (harmless) SR: Yes swith natural weapons.  SR: None  DC: 14, Will negates SR: Yes them docile and harmless. DC: 14, Will negates SR: Yes tt it affects a creature of the animal type. DC: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless)	1 standard action 1 min.  Target Creature touched boint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target You uipment to match that of your surroundings. This grants you all or less. If you move more than half your base speed on your lates of the standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes  Target Animals within 30 ft. of each other  1 standard action 3 hours  Target One animal	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  See description  Close (30 ft.)	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3  V, S Caster Level: 3  Caster Level: 3  V, S Caster Level: 3	Source UC: p.252 Concentration:4  APG: p.201 Concentration:4  APG: p.202 Concentration:4  APG: p.203 Concentration:4  APG: p.203 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.208 CR: p.252 Concentration:4  CR: p.254
Indool: Conjuration (Healing) Indool: Conjuration (Healing) Indool: Transmutation Indool: Transmutation, AirSchool [Air, WoodSchool] Indool: Transmutation, AirSchool [Air, WoodSchool] Indool: Transmutation, AirSchool [Air, WoodSchool] Indool: Transmutation Indool: Enchantment (Compulsion) [Mind-Affecting] Indool: Enchantment (Compulsion) [Mind-Affecting] Indool: Enchantment (Compulsion) [Mind-Affecting] Indool: Enchantment (Charm) [Mind-Affecting] Indool: Enchantment [Charm) [Mind-Affecting] Indool: Enchantment [Charm] [Mind-Affecting] Indool: Enchantment [Charm] [Mind-Affecting] Indool: Enchantment [Charm] [Mind-Affecting] Indool: Enchan	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: No to change the coloration of yourself and your equivalence of the yourse	I standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target One creature 1 standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes  Target Animals within 30 ft. of each other  1 standard action 3 hours  Target One animal 1 standard action 3 hours	Range Touch wohanded weapon Touch  Touch  Personal  Personal  4-4 circumstance bonus our turn, you gain no ben Touch  See description  Close (30 ft.)	V, S, DF Caster Level: 3  V, S, MDF (a small bladder filled with air, Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  On Stealth checks and efit from this spell until  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3	Source UC: p.252 Concentration: APG: p.201 Concentration: APG: p.202 Concentration: APG: p.203 Concentration: APG: p.203 Concentration: APG: p.207 Concentration: APG: p.207 Concentration: CR: p.252 Concentration: CR: p.254 Concentration: APG: p.211
Incol: Conjuration (Healing) Feet: Upon casting this spell, you target a living creature of the property of th	se that has -1 or fewer hit points.  SR: Yes (harmless) rge of life, granting the subject 1 temporary hit p  Save Information DC: 15, Will negates (harmless) SR: Yes (harmless) or an object. DC: 14, Will negates SR: Yes  DC: 14, Fortitude negates (harmless) SR: Yes (harmless)  SR: No to change the coloration of yourself and your equelly compared to the coloration of yourself and your equelly DC: 14, Fortitude negates (harmless) SR: Yes s with natural weapons.  SR: None DC: 14, Will negates SR: Yes them docile and harmless. DC: 14, Will negates SR: Yes the docile and harmless. DC: 14, Will negates SR: Yes the docile and harmless. DC: 14, Will negates (harmless) SR: Yes to C: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) CC: 15, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action 1 min.  Target Creature touched soint.  LEVEL 1  Time Duration 1 standard action 3 minutes  Target one creature or one object no larger than a Large to 1 minute 3 hours  Target immobile 10-ftradius emanation 1 standard action 6 hours  Target creature touched 1 standard action 3 minutes  Target You 1 standard action 30 minutes  Target Cone creature 1 standard action 3 minutes  Target one creature 1 standard action 3 hours [D]  Target one animal whose CR is equal or less than 3 1 standard action 3 minutes  Target Animals within 30 ft. of each other 1 standard action 3 hours  Target One animal 1 standard action 3 hours  Target one creature per level 1 standard action Instantaneous  Target Creature touched	Range Touch wohanded weapon Touch Touch Personal Personal a+4 circumstance bonus aur turn, you gain no ben Touch See description Close (30 ft.) Close (30 ft.)	V, S, DF Caster Level: 3  Comp. S, M/DF (a small bladder filled with air, Caster Level: 3  V, S Caster Level: 3  V, S, M/DF (a small pulley) Caster Level: 3  V, S, DF Caster Level: 3  S Caster Level: 3  V, S, DF Caster Level: 3  V, S, Caster Level: 3  V, S Caster Level: 3  V, S Caster Level: 3  Caster Level: 3  V, S Caster Level: 3	Source UC: p.252 Concentration:4  APG: p.201 Concentration:4  APG: p.202 Concentration:4  APG: p.203 Concentration:4  APG: p.203 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.207 Concentration:4  APG: p.208 CR: p.252 Concentration:4  CR: p.254

			Druid Spells			
Table   Tabl	ПППП Damp Powder			Close (30 ft.)	V, S, M/DF (a damp	UC: p.226
Property	School: Transmutation			, , ,	piece of cotton)	·
Control   Cont	Effect: Ruins ammunition loaded in the targeted firearm.  DDDDD Deadeye's Lore		1 round 3 hours	Personal	V, S	UC: p.227
	School: Divination		Target You		Caster Level: 3	Concentration:+6
Second	Decompose Corpse		1 standard action Instantaneous or 1 minute; see text	Touch	V, S, M	UM: p.216
	School: Necromancy	SR: Yes (object)	Target: One corpse or corporeal undead		Caster Level: 3	Concentration:+6
Second	•		1 standard action concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	APG: p.215
	School: Divination	SR: No	Target: cone-shaped emanation		Caster Level: 3	Concentration:+6
Content   Cont	·		1 standard action Concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	CR: p.266
Description	School: Divination				Caster Level: 3	Concentration:+6
Section   Sect		in a cone emanating out from you in whatever	·	60 ft.	V. S	CR: p.268
	School: Divination		Target Cone-shaped emanation			-
Page		as well as mechanical traps constructed of natur		Close (30 ft.)	V, S	UM: p.216
Description	School: Divination	SR: No	Target: One creature, one object, or a 5-ft. cube		Caster Level: 3	Concentration:+6
Content   Cont	Effect: Detect and identify diseases.	DC: 14 Will negates (harmless)	1 standard action 24 hours	Touch	V S	CR: n 277
	School: Abjuration	, , ,		100011		· ·
Content   Procession   Content   C	Effect: A creature protected by endure elements suffers r			Long (520 ft )	VSDF	CR: n 278
	School: Transmutation [WoodSchool]	• •		Long (320 it.)		·
Committee   Comm	Effect: This spell causes tall grass, weeds, and other plan	nts to wrap around foes in the area of effect or t	those that enter the area.	Close (30 ft )		
		•		G1036 (30 IL.)		
Target Contained Hyper    Target Contained and September   Septe	Effect: Moves 5-ft. cubes of earth.	- · · · · ·	·	Lear (500 ft)		
Section   Part	School: Evocation [Light]	SR: Yes	• •	Long (520 ft.)		
Content content   Content co		who shed light as candles.	,	Olana (00 fr.)		
	DDDD Feather Step School: Transmutation	= :		Close (30 ft.)		•
Cates   Cate	Effect: Ignore movement penalty in difficult terrain.		_			
## Provided the Company and Enter American Section (1997)   1997	DDDDD Flare Burst			Close (30 ft.)	-	
Service   Content   Cont					Caster Level: 3	Concentration:+6
	DDDDD Frostbite			Touch		· ·
Carbon Characteristics   Service Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked berine region   Fire Classing goodberty makes 234 feathly picked picked   Fire Classing goodberty   Fire Classing goodberty makes 234 feathly picked picked   Fire Classing goodberty   Fi			Target: Up to 3 creatures touched		Caster Level: 3	Concentration:+6
The content processor pr	□□□□□ Goodberry			Touch		·
Concentation   Conc			Target: 2d4 fresh berries touched		Caster Level: 3	Concentration:+6
	□□□□□ Hide from Animals		• •	Touch		·
	School: Abjuration  Effect: Animals cannot sense the warded creatures.	SR: Yes	Target: 3 creatures touched		Caster Level: 3	Concentration:+6
Transmission   Service   Water built nations an enterty.	□□□□□ Hydraulic Push			Close (30 ft.)	V, S	APG: p.228
		SR: Yes	Target: one creature or object		Caster Level: 3	Concentration:+6
		DC: 14, Will negates (harmless)	1 standard action 3 minutes [D]	Touch	V, S, M	CR: p.303
	School: Transmutation  Effect: The subject gets a +10 enhancement bonus on A		=		Caster Level: 3	Concentration:+6
Second   Transmutation   Sr. Very	DDDD Keen Senses			Touch		APG: p.230
	School: Transmutation	SR: Yes (harmless)	Target: creature touched			Concentration:+6
SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) Target one creature  1 standard action 3 hours [D] Personal V, S, M CR: p.305 Concentrations 6 SR: Standard action and gains a borus on it. Target You School: Transmutation SR: Target You SR: Yes (harmless) Target You Target You Target You Target You Target You Target You School: Transmutation SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched Caster Level: 3 Concentrations 6 SR: Yes (harmless) Target Living creature touched SR: Ves (harmless) Target Jose the pebbles touched SR: Ves (harmless) Target Jose the pebbles touched Target Living Creature or objects touched SR: Ves (harmless) Target Jose the pebbles touched Caster Level: 3 Concentrations 6 SR: Ves (harmless) Target Jose the pebbles touched Target Living Creature SR: Ves (harmless) Target Cloud spreads in 20-Ht. radius from you, 20 ft. high Touch V, S, DF Caster Level: 3 Concentrations 6 SR: Ves (harmless) Target Cloud spreads in 20-Ht. radius from you, 20 ft. high Touch V, S, DF Caster Level: 3 Concentrations 6 SR: Ves Target S creatures touched Target Living Creature Target Living Creature Target Living Creature Target Riving	Effect: Subject gains +2 Perception, low-light vision.	DC: 14 Will negates (harmless)	1 immediate action instantaneous	Close (30 ft )	V	IIC: n 233
Seric   Seri	School: Transmutation			0.000 (00 1)		
School: Transmitation School: Transmitation SR: Yes (harmless) 1 standard action 3 minutes Target You Target Y				Personal	V. S. M	CR: p.305
Effect This spell gives you a +10 foot enhancement borus to your base speed.    Dic 14, Will negates (harmless)   1 standard action   3 minutes   7 touch   7, S, DF   7, S, S, P   7, S, P	School: Transmutation	SR:		. o.oonai		•
School: Transmitation SR: Yes (harmless)	Effect: This spell gives you a +10 foot enhancement bond	us to your base speed.		Touch		
Service   Caster Level: 3   Concentration   Service	School: Transmutation	,		TOUGH		<u>-</u>
Caster Level: 3   Concentration   SR: Yes (harmless, object)   Target: Up to three pebbles touched   Caster Level: 3   Concentration   Caster Level: 3   Caster Leve	Effect: Magic fang gives one natural weapon or unarmed	strike of the subject a+1 enhancement bonus of	on attack and damage rolls.	Touch		
Effect You transmute as many as three pebbles, which can be no larger than sing bullets, so that they strike with great force when thrown or slung.    Close (30 ft.)   V, S, MIDF (a pinch of alum)	School: Transmutation		<u> </u>	TOUGH		·
School: Transmutation  SR: Yes  Target: 3 creatures or objects touched  SR: Yes  Target: 3 creatures or objects touched  SR: Yes  Target: 3 creatures or objects touched  SR: Yes  Target: 1 standard action 3 minutes [D]  20 ft.  V, S  CR: p.317  Caster Level: 3 Concentration:#6  Effect: A misky, stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Cloud spreads in 20-ft. radius from you, 20 ft. high  Target: A misky, stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Stationary yappar arises around you obscuring all sight, including darkvision, beyond 5 feet.  Target: Cloud spreads in 20-ft. radius from you, 20 ft. high  Caster Level: 3 Concentration:#6  Caster Level: 3 Conce	Effect: You transmute as many as three pebbles, which of	can be no larger than sling bullets, so that they s	strike with great force when thrown or slung.	Close (20 ft )		
Street Subject cannot be tracked by scent.   1 standard action   3 minutes [D]   20 ft.   V, S   CR: p.317	□□□□□ Negate Aroma			Ciose (30 ft.)	of alum)	•
School: Conjuration, WaterSchool (Creation)   SR: No   Target: Cloud spreads in 20-ft. radius from you, 20 ft. high   Caster Level: 3   Concentration: A minutes (D)   Caster Level: 3   Caster Level: 3   Concentration: A minutes (D)   Caster Level: 3   Caster Level: 4   Caster	School: Transmutation  Effect: Subject cannot be tracked by scent.	SR: Yes	Target: 3 creatures or objects touched		Caster Level: 3	Concentration:+6
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.    Pass without Trace   DC: 14, Will negates (harmless)   1 standard action   3 hours [D]   Touch   V, S, DF   CR: p.318	□□□□□ Obscuring Mist			20 ft.		·
School: Transmutation   Pass without Trace   DC: 14, Will negates (harmless)   1 standard action   3 hours [D]   Touch   V, S, DF   CR: p.318	School: Conjuration, WaterSchool (Creation)  Effect: A misty, stationary vapor arises around you obscu				Caster Level: 3	Concentration:+6
Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.	□□□□□ Pass without Trace	DC: 14, Will negates (harmless)	1 standard action 3 hours [D]	Touch		
School: Evocation [Fire]   SR: Yes   Target: Flame in your palm   Caster Level: 3   Concentration #6	School: Transmutation  Effect: The subject or subjects of this spell do not leave		Target: 3 creatures touched		Caster Level: 3	Concentration:+6
Effect: Flames as bright as a torch appear in your open hand.	DDDD Produce Flame	, non mile moving.	1 standard action 3 minutes [D]	0 ft.	V, S	CR: p.326
Ray of Sickening   DC: 14, Fortitude partial; see text   1 standard action   3 minutes   Close (30 ft.)   V, S, M   UM: p.234	School: Evocation [Fire]		Target: Flame in your palm		Caster Level: 3	Concentration:+6
School: Necromancy SR: Yes Target: Ray Caster Level: 3 Concentration: 46  Cffect Ray makes the subject sicknesd.  Close (30 ft.) V, S UM: p.234  Concentration: 46  Caster Level: 3 Concentration: 46  Concentration: 47  Conc	DDDD Ray of Sickening		1 standard action 3 minutes	Close (30 ft.)	V, S, M	UM: p.234
Remove Sickness DC: 15, Fortitude negates (harmless) 1 standard action 30 minutes; see text Close (30 ft.) V, S UM: p.234  School: Conjuration (Healing) SR: Yes (harmless) 7arget: One creature Caster Level: 3 Concentration: 46  Close (30 ft.) V, S UM: p.234  Caster Level: 3 Concentration: 46	School: Necromancy	SR: Yes	Target: Ray		Caster Level: 3	Concentration:+6
School: Conjuration (Healing)  SR: Yes (harmless)  Target: One creature  Caster Level: 3  Concentration: 46  Conjuration (Healing)  SR: Yes (harmless)  Target: One creature  1 standard action Instantaneous  Touch  V, S  UM: p.235  Concentration: 46  Concentration: 47  Concentrat	·	DC: 15, Fortitude negates (harmless)	1 standard action 30 minutes; see text	Close (30 ft.)	V, S	UM: p.234
1 standard action   Instantaneous   Touch   V, S   UM: p.235	School: Conjuration (Healing)		Target: One creature		Caster Level: 3	Concentration:+6
School: Necromancy SR: No Target: Corpse touched Caster Level: 3 Concentration.+6 Effect: Skeletal corpse grows flesh.		dition.	1 standard action Instantaneous	Touch	V, S	UM: p.235
	School: Necromancy	SR: No				•
	Effect: Skeletal corpse grows flesh.		* =Domain/Speciality Spell			

		D	-11-			
		Druid Sp				
□□□□□ Shillelagh	DC: 14, Will negates (object)	1 standard action	3 minutes	Touch	V, S, DF	CR: p.342
School: Transmutation	SR: Yes (object)	Target: One touched	d nonmagical oak club or quarterstaff		Caster Level: 3	Concentration:+6
Effect: Your own nonmagical club or quarterstaff become	omes a weapon with a +1 enhancement bonus	•				
□□□□□ Speak with Animals		1 standard action	3 minutes	Personal	V, S	CR: p.346
School: Divination	SR:	Target: You			Caster Level: 3	Concentration:+6
Effect: You can ask questions of and receive answer	s from animals, but the spell doesn't make the					
□□□□□ Stone Fist		1 standard action	3 minutes [D]	Personal	V, S, M (a chip of granite)	APG: p.247
School: Transmutation, EarthSchool [Earth]	SR:	Target: You			Caster Level:3	Concentration:+6
Effect: Your unarmed strikes are lethal.						
□□□□□ Summon Minor Ally		1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	UM: p.241
School: Conjuration (Summoning)	SR: No	Target: 1d3 summor	ned creatures		Caster Level: 3	Concentration:+6
Effect: Summon 1d3 Tiny animals.						
□□□□□ Summon Nature's Ally I		1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	CR: p.354
School: Conjuration (Summoning)	SR: No	Target: One summo			Caster Level: 3	Concentration:+6
Effect: This spell summons to your side a natural cre						
□□□□□ Touch of the Sea	DC: 14, Fortitude negates (harmless)	1 standard action	3 minutes	Touch	V, S, M (a fish scale	
School: Transmutation, WaterSchool	SR: Yes (harmless)	Target: creature tou	ched		Caster Level: 3	Concentration:+6
Effect: Swim speed becomes 30 ft.	DC: 14, Will negates (object)	1 standard action	instantaneous	Close (30 ft.)	V, S, M/DF (an empt	v.I.C: p. 240
□□□□□ Weaken Powder	DC. 14, Will negates (Object)	i Standard action	Instantaneous	Close (30 II.)	paper cartridge)	y 00. p.249
School: Transmutation	SR: Yes (object)	Target: 1 loaded fire	earm		Caster Level:3	Concentration:+6
Effect: Targeted firearm's ammunition halves the firear	rm's range and imposes a -2 penalty on dama					
□□□□□ Whispering Lore		1 full-round action	30 minutes	Personal	V, S	ARG: p.29
School: Divination	SR: No	Target: You			Caster Level: 3	Concentration:+6
Effect: Upon casting this spell, you are able to gain a information. This whispering grants you a +4 insight to						

information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge [nature] checks. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you gain the bonus on Knowledge [nature] checks. If you are within an urban environment, you g

Case   June   Case		
		urce
	Target Content Teammatation   Piesson   Sir Ves   Target Content Sub-team   Sir Ves	G: p.201
		ncentration:+6
Sect You gain some of the functional qualities and an animality of the functional qualities and an animality of the functional qualities of the functional qualities of the functional qualities of the functional quality of th	the Even Up alm some of the beneficial qualities of an animal.	: p.222
CREDIC   Animal Messenger    De 19, Mone; see teat   minus   1 standard action   Concentration   Caser (De 1)   V. S. M.   CR. p.241		ncentration:+6
Concentration   Computers   Min-4 Menting   Set   Yes   Computers   Min-4 Menting   Concentration   Concentr		: p.241
	DCDCD   Animal Trance   DC: 15, Will negates   1 standard action   Concentration   Concentra	
Mode   Carbon   Mode	Target Creatment (Corroption) [Mend-Affecting, Sonic] SR* Yes  Target Creatment store to the standard action of an orange process and an action of the darks of t	: p.241
	Description	•
		: p.223
		ncentration:+6
Target You  Target	Tranget You  Caster Level: 3 Corce firect +2 & Cand combat maneuver rolls.  Caster Level: 3 Corce firect +2 & Cand combat maneuver rolls.  Tranget You  Tranget You  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  1 standard action  SR: Yes (harmless)  Tranget Creature touched  Caster Level: 3 Corce firect Pite affected creature gains greater vitality and stanins granting the subject a +4 enhancement bonus to Constitution.  Tranget Creature touched  Caster Level: 3 Corce firect Pite affected creature gains greater vitality and stanins granting the subject a +4 enhancement bonus to Constitution.  Tranget Creature touched  Tr	G: n 203
Treet + 2 Act and contant maneuver rolls.    CampUnill BarkSkin   5 Act and contant maneuver rolls.   CampUnill BarkSkin   5 Act and contant maneuver rolls.   CampUnill BarkSkin   5 Act and contant maneuver solutions.   SR: Yes (namines)   5 Act and contant maneuver solutions.   CampUnill Bark S Endurance   1 Act and contant maneuver solutions.   CampUnill Bark S Endurance   1 Act and contant maneuver solutions.   CampUnill Bark S Endurance   1 Act and contant maneuver solutions.   SR: Yes (namines)   1 Standard action   3 minutes   1 Touch   V, S, MDF   CR: p.246	Interest   AC   and context meneuver rolls.   Interest   Interes	•
Target Creature Suchard  SR Yes fourniess)  Target Creature buched  Target Creature buched  Touch (NosdSohol)  SR Yes fourniess)  Target Creature buched  Touch (NosdSohol)  Touch (NosdSohol)  Touch (NosdSohol)  Touch (NosdSohol)  Touch (NosdSohol)  Touch (NosdSohol)  Touch (NosdBohol)  Touch (NosdBohol)  Touch (NosdBohol)  Touch (NosdSohol)  Touch (NosdBohol)  Touch (Nos	Target Living creature touched Firest Pairskin Indupfers a creature's skingranting a +2 enhancement borus to the creature's existing ratural armor borus.  Firest Pairskin Indupfers a creature's skingranting a +2 enhancement borus to the creature's existing ratural armor borus.  Firest Pairskin Indupfers (Pairskin Indupfers)  Firest Pairskin Indupfers (Pairskin Ind	
Part	Rec Barkskin toughers a creature's skingranting a +2 enhancement borus to the creature's existing natural armor borus.   Paraget Creature touched   Caster Level: 3   Concentration   Sr. Yes   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target Creature touched   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target Creature touched   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target Creature touched   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target Creature touched   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target Creature touched   Caster Level: 3   Concentration   Sr. Yes (farmless)   Target You   Caster Level: 3   Concentration   Caster Level: 3   Caster Level: 3   Concentration   Caster Le	: p.246
	Sear   Sender   Sear	
Concentrational   Concentrat	Shoot: Transmutation SR: Yes Target: Creature touched feet the seffect the affected creature gains greater vitality and starniar granting the subject a +4 enhancement brows to Constitution.	: p.246
	Strong	ncentration:+6
Target Creature touched  SR: Yes Marmisso)  DC: 15, Forthude negates (see text)  1 standard action 3 rounds  Personal mundame aslammanthy content to the standard action 1 standard action 1 grapet. Yes MDF (egs) of a APG: p.208 mundame aslammanthy content to the standard action 1 standard action 2 standard action 1 standard action 2 standard action 3 minutes 1 standard action 3 minutes 1 standard action 2 standard action 3 minutes 1 standard	hool: Transmutation SR: Yes (harmless) Target: Creature touched Caster Level: 3 Concelled: Transmutation SR: Yes (harmless) Target: You  1 standard action Target: You  Caster Level: 3 Concelled: Indication Target: You  Target: You  Caster Level: 3 Concelled: Indication Target: You  Target: You  Target: You  Caster Level: 3 Concelled: Indication Target: You  Ta	n 251
Defining Gaze   Dec. 15, Fortitude negates (see text)   1 standard action   3 rounds   Personal mundane salaramater)   V.S., MDF (eye of a APC; p.288 mundane salaramater)   Caster Level: 3   Concentrations   Personal mundane salaramater)   Caster Level: 3   Concentrations   Personal mundane salaramater)   Caster Level: 3   Concentrations   Personal mundane salaramater)   Personal mundane salaramater)   V.S., MDF (esh and PC; p.288 mundane salaramater)   Caster Level: 3   Concentrations   Personal mundane salaramater)   Personal mundane salaramater)   V.S., MDF (esh and PC; p.289 mundane salaramater)   Personal mundane salaramater)   Personal mundane salaramater)   Personal mundane salaramater)   V.S., MDF (esh and PC; p.289 mundane salaramater)   Personal mundane salaramater)   Persona	Burning Gaze  DC: 15, Fortitude negates (see text)  1 standard action  3 rounds  Personal  V, S, MØF (eye of a APC; printing Gaze)  Rect Inflict 1d6 fire damage to creature.  DDDD  Campfire Wall  SR: Yes  Target: You  1 standard action  6 hours; see below [D]  Close (30 ft.)  V, S, MØF (eye of a APC; printing Gaze)  Concentration  Note: Evocation, FireSchool [Fire]  SR: Yes  Target: 20-ftradius sphere centered on fire source  Caster Level: 3  Concentration  Cart's Grace  DC: 15, Will negates (harmless)  1 standard action  3 minutes  Touch  V, S, MØF (eye of a APC; printing Gaze)  Caster Level: 3  Concentration  Caster Level: 3	
horbic Evocation, FireSchool [Fire] SR: Yes Target You Caster Level: 3 Concentrations from burnt thoms)  Campfire Wall  Campfire Wall  SR: Yes Target 20-th-radius sphere centered on fire source  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates a shelter around a campfire.  Caster Level: 3 Concentrations free Creates subject Sign and fooling become sure, granting a +4 enhancement borus to Decterity.  Caster Level: 3 Concentrations free Creates subject Sign and fooling become sure, granting a +4 competence borus on Climb checks, on Acrobatics of beds to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, trigget is also immune to the disarm content maneuver. You gain a +4 competence borus on Acrobatics on Climb checks and CMD.  Caster Level: 3 Concentrations free Creates subject Sign and fooling become sure, granting a +4 competence borus on Acrobatics and Cimb checks and CMD.  Caster Level: 3 Concentrations free Creates subject Sign and fooling become sure, granting a +4 competence borus on Acrobatics and Cimb checks and CMD.  Caster Level: 3 Concentrations free Creates subject becomes temporarily immune to poison.  Caster Level: 3 Concentrations free Creates subject becomes temporarily immune to poison.  Caster Level: 3 Concentrations free Creates subject becomes temporarily immune to poison.  Caster Level: 3 Concentrations free Creates a magical sensor light above you.  Caster Leve	mundane salamander) feet inflict 166 fire damage to creature.    Campfire Wall   SR: Yes   Target You   SR: See below [D]   Close (30 ft.)   V. S. MDF (ash made from burnt thoms)	G: n 208
International Campfire Wall   Standard action	Tracet: Inflict 1d6 fire damage to creature.    Campfire Wall   Sr. Yes   Target: 20-ftradius sphere centered on fire source   Caster Level: 3   Concentration   Concentrati	
charbite Vival    Caster Level: 3   Concentrations	chool: Evocation, FireSchool [Fire, Light] SR: Yes Target: 20-ftradius sphere centered on fire source Caster Level: 3 Concentration [NoodSchool] Cat's Grace DC: 15, Will negates (harmless) 1 standard action 3 minutes Touch V, S, M CR: p.2 (and the fire than smutation [WoodSchool] SR: Yes Target: Creature touched Caster Level: 3 Concentration [WoodSchool] SR: Yes Target: Creature touched Caster Level: 3 Concentration [WoodSchool] SR: Yes Target: Creature touched Caster Level: 3 Concentration [WoodSchool] SR: Yes (harmless) 1 standard action 30 minutes [D] Touch V, S, MDF (a tiny ball of tary Caster Level: 3 Concentration [WoodSchool] SR: Yes (harmless) 1 standard action 30 minutes [D] Touch V, S, MDF (a tiny ball of tary Caster Level: 3 Concentration SR: Yes (harmless) Target: creature touched Caster Level: 3 Concentration SR: Yes (harmless) Target: creature touched Caster Level: 3 Concentration (feet: The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by the great is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.  IDDIDID Chill Metal DC: 15, Will negates (object) 1 standard action 7 rounds Close (30 ft.) V, S, DF CR: p.2 (and the contration of the cont	
Treact Creates a shelter around a campfire.    Caster Level: 3   Concentrations	Transmutation [WoodSchool] SR: Yes (harmless) 1 standard action 3 minutes Touch V, S, M CR: p.2 Caster Level: 3 Concentrated Transmutation [WoodSchool] SR: Yes (harmless) 1 standard action 30 minutes [D] Touch V, S, MDF (a tiny ball of tan) ball of tan	5. p.210
Transmitation [Colds School] SR: Yes (armless) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 1 standard action 3 on minutes [D] Touch V. S. MDF (a tiny ball of tar) 2 start Level: 3 Concentration 4 start Level: 3 concentrati	Caster Level: 3 Conceres Conce	ncentration:+6
SR: Yes (Aster Level: 3 Concentration (WoodSchool) SR: Yes (Target Creature touched transmutation (WoodSchool) SR: Yes (Aster Level: 3 Concentration Affect: The transmutation of reature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Destreting Certain Grip DC: 15, Will negates (harmless) 1 standard action 30 minutes [D] Touch V. S. MDF (a tiny ball of tar) ball of tar)  Certain Grip SR: Yes (harmless) 1 standard action 30 minutes [D] Touch V. S. MDF (a tiny ball of tar) ball of tar)  Chool: Transmutation SR: Yes (harmless) 1 standard action 30 minutes [D] Touch V. S. MDF (a tiny ball of tar)  Concentration-4 (feet: The subjects grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD.  Collis Metal Chool: Transmutation (Cold, MetalSchool) SR: Yes (object) 1 standard action 7 rounds Close (30 ft.) V, S. DF CR: p.254  Chool: Transmutation [Cold, MetalSchool] SR: Yes (object) 3 standard action 4 standard action 5 shours of which can be more than 30 ft. away from any of the rest  Caster Level: 3 Concentration-4 feet: Chill metal makes metal extremely cold.  Coloniuration (Healing) Delay Poison DC: 16, Fortitude negates (harmless) 1 standard action 5 shours 5 conjuration (Healing) SR: Yes (harmless) 1 standard action 5 shours 5 conjuration (Healing) SR: Yes (harmless) 1 minute 5 shours 5 minutes [D] Long (520 ft.) V, S. DF CR: p.265 chool: Conjuration (Healing) SR: No Target magical sensor high above you.  Concentration-4 feet Creature such 5 shours 5 minutes 5 personal V, S. M (iron fillings) APG: p.217 chool: Divination AirSchool, Earth School, Fire School, SR: No Target You 5 shours 5 condementals and some creatures.  Caster Level: 3 Concentration-4 feet Creatures you to speak to elementals and some creatures.  Caster Level: 3 Concentration-4 feet Creatures you to speak to elementals and some creatures.  Caster Level: 3 Concentration-4 feet Creatures you to speak to elementals and some creatures touched.  Caster Lev	Caster Level: 3 Concernication [WoodSchool] SR: Yes Target: Creature touched creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.  Certain Grip DC: 15, Will negates (harmless) 1 standard action 30 minutes [D] Touch V, S, MDF (a tiny ball of tar) ball of tar)  Caster Level: 3 Concernication Concernication and trip attempts. While affected by the subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by the subject becomes the more than 30 ft. Caster Level: 3 Concernication Chill Metal DC: 15, Will negates (object) 1 standard action 7 rounds Close (30 ft.) V, S, DF CR: p.2 Caster Level: 3 Concernication Chill metal makes metal extremely cold.  Concernication Conjuration (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 minute 3 minutes [D] Long (520 ft.) V, S, DF CR: p.2 Caster Level: 3 Concernication (Healing) SR: Yes (harmless) 1 minute 3 minutes [D] Long (520 ft.) V, S	: p.252
ffect: The transmutation Cold, MetalSchool SR: Yes (object)  DC: 15, Will negates (harmless)  1 standard action 30 minutes [D]  Touch V, S, MDF (a tiny UC: p.225 ball of tar)  Caster Level: 3 Concentration=4 flect transmutation  SR: Yes (harmless)  1 standard action 30 minutes [D]  Touch V, S, MDF (a tiny UC: p.225 ball of tar)  Caster Level: 3 Concentration=4 flect transmutation the disarm combat maneuver. You gain a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, trigget is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics checks to balance, and to CMD.  Close (30 ft.)  V, S, DF CR: p.254  Close (30 ft.)  V, S, DF CR: p.254  Chool: Transmutation [Cold, MetalSchool]  SR: Yes (object)  Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  The cold of the combat makes metal extremely cold.  The subject becomes temporarily immune to poison.  DC: 16, Fortitude negates (harmless)  SR: Yes (harmless)  Target Creature touched  Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Target Metal equipment of 1 creatures no two of which can be more than 30 ft. away from any of the rest  Target Policy Poli	ffect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.    Certain Grip   Dc: 15, Will negates (harmless)   1 standard action   30 minutes [D]   Touch   V, S, MDF (a tiny ball of tar)   V, S, MDF (	ncentration:+6
ball of tar) Caster Level: 3 Concentration + 6 CR: p.254 Chochol: Transmutation   SR: Yes (harmless)   Target creature touched   Caster Level: 3 Concentration + 6 CR: p.254 Chochol: Transmutation   SR: Yes (parmless)   Target creature touched   Caster Level: 3 Concentration + 6 CR: p.254 Chochol: Transmutation   Cold, Metal School   SR: Yes (object)   Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. apart; or 75 lbs. of metal, n	ball of tar)  Caster Level: 3 Conceil  Conceil Crime subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by the right is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.  Chill Metal  DC: 15, Will negates (object)  1 standard action  7 rounds  Close (30 ft.)  V, S, DF  CR: p.2  Caster Level: 3  Conceil  C	
Target   Treather   Target   Target   Treather   Target   Target   Treather   Target   Targ	Fleet: The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by the greet is also immune to the distant combat maneuver. You gain a +4 competence bonus on Acrobatics and to CMD.   Chill Metal   Discription   Dis	
riget is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.    Chill Metal   DC: 15, Will negates (object)   1 standard action   7 rounds   Close (30 ft.)   V, S, DF   CR: p.254	riget is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.    Chill Metal   DC: 15, Will negates (object)   1 standard action   7 rounds   Close (30 ft.)   V, S, DF   CR: p.2.    Chock: Transmutation [Cold, MetalSchool]   SR: Yes (object)   Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest    Caster Level: 3   Conceive the rest	
Chill Metal DC: 15, Will negates (object)  SR: Yes (object)  Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Touch V, S, DF CR: p.254  Concentration: (Fect: Chill metal makes metal extremely cold.  DDID Delay Poison  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Touch V, S, DF CR: p.265  Caster Level: 3 Concentration: (Fect: Chill metal makes metal extremely cold.  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Touch V, S, DF CR: p.265  Caster Level: 3 Concentration: (Fect: Chill metal makes metal extremely cold.  Target: Creature touched  Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Touch V, S, DF CR: p.265  Caster Level: 3 Concentration: (Fect: Creates a magical sensor high above you.  Target: magical sensor  Target: magical sensor  Target: You  Target: Creatures touched  Touch V, S, M (iron filings)  Touch V, S, DF CR: p.218  Touch V, S, DF CR: p.218  Touch V, S, DF CR: p.265  Caster Level: 3 Concentration: (Fect: Chables you to speak to elementals and some creatures.  Target: You  Target: Creatures touched  Touch V, S, DF CR: p.265  Caster Level: 3 Concentration: (Fect: Chables you to speak to elements, but you may divide the du	Chill Metal DC: 15, Will negates (object)  1 standard action 7 rounds Close (30 ft.)  V, S, DF CR: p.2  Caster Level: 3  Concer  feet: Chill metal makes metal extremely cold.  Close (30 ft.)  Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Feet: Chill metal makes metal extremely cold.  Close (30 ft.)  V, S, DF CR: p.2  Caster Level: 3  Concer  Feet: Chill metal makes metal extremely cold.  Close (30 ft.)  V, S, DF CR: p.2  Caster Level: 3  Concer  Feet: Chill metal makes metal extremely cold.  Close (30 ft.)  V, S, DF Caster Level: 3  Concer  Feet: Chill metal makes metal extremely cold.  Target: Creature touched  Caster Level: 3  Concer  Feet: The subject becomes temporarily immune to poison.  Close (30 ft.)  V, S, DF CR: p.2  Caster Level: 3  Concer  Caster Level: 3  Concer  Concer  Feet: The subject becomes temporarily immune to poison.  Close (30 ft.)  V, S, DF CR: p.2  Caster Level: 3  Concer  Caster Level: 3  Concer  Concer  Concer  Feet: The subject becomes temporarily immune to poison.	y this spell, t
Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. apart; or 75 lbs. of metal, none of which can be more than 30 ft. away from any of the rest  Target Metal equipment of 1 creatures, no two of which can be more than 30 ft. away from any of the rest  Touch  Touch  V, S, DF  CR: p.265  Caster Level: 3  Concentration: 4  Target Creature touched  Caster Level: 3  Concentration: 4  Target Creature touched  Caster Level: 3  Concentration: 4  Cas	Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster Level: 3 Concerct Chill metal makes metal extremely cold.    Caster	: p.254
apart; or 75 lbs. of metal, none of which can be more than 30 ft. away from any of the rest  #### Feet.**Chill metal makes metal extremely cold.  #### DELIAN Poison    Delay Poison   Delay Poison   Delay Poison   SR: Yes (harmless)   1 standard action   3 hours   Touch   V, S, DF   CR: p.265   Caster Level: 3   Concentration: 46   Cas	apart; or 75 lbs. of metal, none of which can be more than 30 ft. away from any of the rest    Fleet: Chill metal makes metal extremely cold.    Child   Delay Poison   DC: 16, Fortitude negates (harmless)   1 standard action   3 hours   Touch   V, S, DF   CR: p.f.	•
Delay Poison Delay Poison Delay Poison SR: Yes (harmless) Dela	Delay Poison Delay Poison SR: Yes (harmless) 1 standard action 3 hours Touch V, S, DF CR: p.2 chool: Conjuration (Healing) SR: Yes (harmless) Target: Creature touched Caster Level: 3 Concertified: The subject becomes temporarily immune to poison.  Delay Poison V, S, DF CR: p.2 chool: Conjuration (Healing) SR: Yes (harmless) Target: Creature touched Caster Level: 3 Concertified: The subject becomes temporarily immune to poison.	icentiation.+c
Target: Creature touched  Caster Level: 3  Concentration: 4  Conce	Target: Creature touched Caster Level: 3 Conceleration (Healing) SR: Yes (harmless) Target: Creature touched Caster Level: 3 Conceleration (Healing) Feet: The subject becomes temporarily immune to poison.     Conceleration (Healing) SR: Yes (harmless) Target: Creature touched Caster Level: 3 Conceleration (Healing) Feet: The subject becomes temporarily immune to poison.	
### Subject becomes temporarily immune to poison.  ### DIDDD Eagle Eye  1 minute 3 minutes [D]  Long (520 ft.) V, S, DF APG: p.217  ### Caster Level: 3 Concentration: 46  ### Caster Level: 3 Concentration: 47  ### Caster Level: 3 Concentration: 47  ### Caster Level: 3 Concentration: 48  ### Caster Level: 48  ### Cas	#fect: The subject becomes temporarily immune to poison.    Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune to poison.   Comparison of the subject becomes temporarily immune tempora	: p.265
Iminute   3 minutes [D]   Long (520 ft.)   V, S, DF   APG: p.217	1□□□□□ Eagle Eye 1 minute 3 minutes [D] Long (520 ft.) V, S, DF APG: p	ncentration:+6
Chool: Divination  SR: No Target: magical sensor  Caster Level: 3 Concentration of fect. Creates a magical sensor high above you.  It standard action 3 minutes  Personal  V, S, M (iron fillings)  APG: p.218  Caster Level: 3 Concentration of the chool: Divination, AirSchool, EarthSchool, FireSchool, FireSchool, SR:  Target: You  Target: You  Caster Level: 3 Concentration of the chool: Divination of the chool: Divinatio		G: p.217
1 standard action   3 minutes   Personal   V, S, M (iron fillings)   APG: p.218		ncentration:+6
Target You Caster Level: 3 Concentration: 46  Chool: Divination, AirSchool, Earth School, FireSchool,		G: p.218
#fect: Enables you to speak to elementals and some creatures.     Communal   Endure Elements (Communal)   DC: 15, Will negates (harmless)   1 standard action   24 hours   Touch   V, S   UC: p.228	chool: Divination, AirSchool, EarthSchool, FireSchool, SR: Target You Caster Level: 3 Conce	-
### DC: 15, Will negates (harmless)  1 standard action 24 hours  Touch  V, S  UC: p.228  #### Doc: 15, Will negates (harmless)  SR: Yes (harmless)  Target creatures touched  Target creatures touched  Caster Level: 3  Concentration: 4  Concentrati		
chool: Abjuration SR: Yes (harmless) Target: creatures touched Caster Level: 3 Concentration: +C		: p.228
	chool: Abjuration SR: Yes (harmless) Target: creatures touched Caster Level: 3 Conce	ncentration:+6
	ffect: As endure elements, but you may divide the duration among creatures touched.  * =Domain/Speciality Spell	

TIDDD Feast of Ashes  DC: 15, Fortitude negates  1 standard action 6 days [D]  Close (30 ft.)  V, S, M (a pinch of APG: p.220 ash)			Druid Spells			
March   Property   March   Property   March	ΠΠΠΠΠ Feast of Ashes			Close (30 ft.)		APG: p.220
Description   Property   Proper	School: Transmutation [Curse]	SR: Yes	Target: one creature		,	Concentration:+6
Second   Process   Proce		DC: 15 Befley half: and toyt	10 minutes Permanent until discharged [D]	Touch	V C M	CB: p 202
The content of the proposed and any experimental content of the pr			•	TOUCH		•
March   Seatler   March			rarger Object touched		Caster Lever: 3	Concentration:+6
March   1900			1 standard action 3 minutes [D]	0 ft.	V, S, DF	CR: p.283
			Target Sword-like beam		Caster Level: 3	Concentration:+6
Second   Part			1 standard action 3 rounds	Modium (130 ft )	V S M/DE	CP: p 283
## PATE AND PROPERTY OF THE CONTROL		. •		Medium (130 It.)	, -, -	•
000 Policy   Very Policy   Ve			range on admitted spirete		Oddier Edver. 5	CONCENTIATION.10
March Albane   Special policy property propert	□□□□□ Fog Cloud		1 standard action 30 minutes	Medium (130 ft.)	V, S	CR: p.284
Transfer			Target: Fog spreads in 20-ft. radius		Caster Level: 3	Concentration:+6
Section   Sect		ate.	1 round 3 minutes	Close (30 ft.)	V. S. M (a pinch of	UC: p.230
Section   Sect					manure)	·
Common   Process   Proce	chool: Abjuration	SR: No		hich may be more than	Caster Level: 3	Concentration:+6
Content   Cont	ffect: Plants in a forested area become helpful instead of	hindering you and your allies.	·			
Description				Touch		•
Company   Comp		SR: Yes	Target: Creature touched		Caster Level: 3	Concentration:+6
Page		DC: 15, Fortitude partial	1 standard action 1 rounds	Close (30 ft.)	V, S	UC: p.230
	chool: Evocation [Cold]	SR: Yes	Target: 5-foot radius burst		Caster Level: 3	Concentration:+6
	Ţ.		1 standard action	Poroon-1	V. C. M/DE /s leaf	ADC: = 225
New Control		0.0	-	rersonal		
			rarger: You		Caster Level: 3	Concentration:+6
		=	1 standard action 1 round	60 ft.	V, S	CR: p.293
The Part of procurses assessed based and and progressed region of the part of progressed region of the part of procurses in the part of procurses of procurses of the part of procurses of the par		SR: Yes		ou to the extreme of the	e Caster Level: 3	Concentration:+6
CECUTION   Desta Marian   Control   Tamumation   Tamuma	fect: This spell creates a severe blast of air lapproximate	ely 50 mph] that originates from you. affecting a				
Bear   18.   Section   19.				Close (30 ft.)	V, S, DF	CR: p.294
March   Mar	chool: Transmutation [Fire, MetalSchool]	SR: Yes (object)			Caster Level: 3	Concentration:+6
CREATION   Total Animal   Company   Total Animal   Company   Com	fect: Heat metal causes metal objects to become red-ho	t.	tnan 30 ft. apart; or 75 lbs. of metal, all of which must be within	n a 30-ft. circle		
Caser (wwi)   Concentational (Exc. Throughout)   (Inter-Attenting )   Caser (wwi)   Concentational (Exc. Throughout)   Concentational (Concentational (Con			3 rounds [D]; see text		V, S	CR: p.296
	chool: Enchantment (Compulsion) [Mind-Affecting]		Target: One animal		Caster Level: 3	Concentration:+6
LINCUID Concentrational Services and services are all personal states.  Services (plannings)  Services (planni			1 standard action 3 rounds	Touch	V. S. M (sticky tree	APG; p.232
The Color of sequence gail actility with a netward attack.   Touch				. 000	gum)	·
		SR: Yes (harmless)	Target: creature touched		Caster Level: 3	Concentration:+6
Target Circ wespon, suit of armor, tool, or skill kit touched   Caster Levek3   Concentrations	- ·		1 hour Instantaneous	Touch	V, S, M (see text)	UM: p.228
pobles dropped one by one on the by one on t	ichool: Transmutation	SR: No	Target: One weapon, suit of armor, tool, or skill kit touched		Caster Level: 3	Concentration:+6
Series   S	iffect: Make a normal item into a masterwork one.					
	Effect: Make a normal item into a masterwork one.			Touch	V, S, M (a handful of pebbles dropped one	
	Effect: Make a normal item into a masterwork one.			Touch	V, S, M (a handful of pebbles dropped one by one onto the	
Caster Level: 3 Concentrations  Caster Level: 3 Concentrations  Caster Level: 3 Concentrations  Caster Level: 3 Concentrations  Concentrations	iffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)	1 standard action 3 rounds	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground)	APG: p.233
	iffect: Make a normal item into a masterwork one.	DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched		V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3	APG: p.233  Concentration:+6
Caser Level   Caser Content   Caser Level	iffect: Make a normal item into a masterwork one.    DDDDD   Natural Rhythm	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)	1 standard action 3 rounds  **Target* creature touched** 1 standard action 3 minutes**		V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF	APG: p.233  Concentration:+6  CR: p.318
	Effect: Make a normal item into a masterwork one.      DDDDD   Natural Rhythm	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes	1 standard action 3 rounds  **Target* creature touched** 1 standard action 3 minutes**		V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, WDF Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318
	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes 4 enhancement bonus to Wisdom.	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231
A concentration   Series   Series   Target one creature   Casent Level'3   Concentration + 6	######################################	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes 4 enhancement bonus to Wisdom.	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231
Instantiate	######################################	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from	APG: p.233  Concentration:#6 CR: p.318 Concentration:#6 UM: p.231 Concentration:#6
	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236
The This spell functions like reduce person, except that it affects a single willing animal.	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236
	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature	Touch Touch Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6
Activity Alguagation, AirSchool, EiraRschool, FireSchool, SR: Yes (harmless)  Target Creature touched  Target Trail  Target Target Trail  Target Target Trail  Target Target Target Trail  Target Target Target Trail  Target Targe	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature  1 standard action 3 hours [D]	Touch  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, M (sylvant)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.330
Transfect Pilos allyration grants a creature limited protection from damage of whichever one of five energy types you select.  TODOD Restoration (Lesser)  TODOD Restoration (Lesser)  TODOD Secretarion (Lesser)  TODOD Secretari	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s	Touch  Touch  Close (30 ft.)  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S Caster Level: 3 Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.330  Concentration:+6
Restoration (Lesser)   DC: 16, Will negates (harmless)   3 rounds   Instantaneous   Touch   V, S   CR: p.334   Caster Level: 3   Concentration-he-flect Lesser restoration displets any magical effects reducing one of the subjects ability scores.   Touch   V, S, M (a queen ant) APG: p.241   APG: p.243   APG: p.244	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge sometimes and the standard action 30 minutes	Touch  Touch  Close (30 ft.)  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, MDF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S Caster Level: 3 V, S, M, S, M, S, M, S, M, S,	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334
Target: Creature touched  Conjuration (Realing)  SR: Yes (harmless)  Restriction dispels any magical effects reducing one of the subjects ability scores or cures 144 points of temporary ability damage to one of the subjects ability scores.  Close (30 ft.)  V, S, M (a queen ant) APG: p.241  Concentration (Feating)  DC: 15, Fortitude negates (harmless)  Target: 3 creatures, no two of which can be more than 30 ft. apart  Caster Level: 3 Concentration (Feating)  Caster Level: 3 Concentration (Feating)  Figure 13 creatures touched  Caster Level: 3 Concentration (Feating)  V, S, M (a queen ant) APG: p.241  Target: 3 creatures, no two of which can be more than 30 ft. apart  Caster Level: 3 Concentration (Feating)  Figure 2 creature touched  Caster Level: 3 Concentration (Feating)  Figure 2 creature touched  Caster Level: 3 Concentration (Feating)  Figure 2 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 3 creatures touched  Caster Level: 3 Concentration (Feating)  Figure 4 creature touched  Caster Level: 3 Concentration (Feating)  Figure 4 creature touched  Caster Level: 3 Concentration (Feating)  Figure 4 creature touched  Caster Level: 3 Concentration (Feating)  Figure 4 creature touched  Caster Level: 3 Concentration (Feating)  Figure 5 creature touched  Caster Level: 3 Concentration (Feating)  Figure 5 creat	Iffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge self standard action 30 minutes  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, MDF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S Caster Level: 3 V, S, M, S, M, S, M, S, M, S,	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334
Target creature touched   Secretary   Se	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  Target Creature touched  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch ize  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  CR: p.231  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334  Concentration:+6
Target: 3 creatures, no two of which can be more than 30 ft. apart  Caster Level: 3 Concentrations+6  Caster	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy to DC: 16, Will negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  Target Creature touched  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch ize  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S V, S Caster Level: 3 V, S V, S, DF	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334
Touch   V, S, M (a page from APG: p.243 a dictionary)	### Items of the control of the cont	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  trom damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  topes you select.  3 rounds Instantaneous  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S V, S Caster Level: 3 Caster Level: 3 Caster Level: 3 Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.336  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334
Share Language   DC: 15, Will negates (harmless)   1 standard action   24 hours   Touch   V, S, M (a page from APG: p.243 and citionary)   APG: p.245 and citionary)   APG: p.246 and citionary)   APG: p.246 and citionary)   APG: p.246 and citionary)   APG: p.247 and citionary)   A	### Independent of the Independent of the Independent of Independe	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  trom damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  topes you select.  3 rounds Instantaneous  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S V, S Caster Level: 3 Caster Level: 3 Caster Level: 3 Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.336  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334
a dictionary) chocol: Divination fiect: Subject understands chosen language.    Caster Level: 3   Concentrationa-6	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  trom damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures  DC: 15, Fortitude negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  Target Creature touched  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes  Target One willing animal of Small, Medium, Large, or Huge some standard action 30 minutes	Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S, Caster Level: 3 V, S, M (a queen ant)	APG: p.233  Concentration:+6 CR: p.318  Concentration:+6 UM: p.231 Concentration:+6 CR: p.336 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241
Slipstream   DC: 16, Reflex negates (harmless)   1 standard action   30 minutes [D]   Touch   V, S, M/DF (a few drops of oil and water)   APG: p.244   APG: p.245   APG: p.246   APG: p.246   APG: p.246   APG: p.246   APG: p.246   APG: p.247   APG: p.2	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  irrom damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature  1 standard action 3 hours [D]  Target: One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  Target: 3 creatures, no two of which can be more than 30 ft. a	Touch  Touch  Close (30 ft.)  Touch  Touch  Touch  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S, Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3	APG: p.233  Concentration:+6  CR: p.318 Concentration:+6  UM: p.231 Concentration:+6  APG: p.236 Concentration:+6  CR: p.330 Concentration:+6  CR: p.334 Concentration:+6  CR: p.334 Concentration:+6  CR: p.344 Concentration:+6  CR: p.344 Concentration:+6
Slipstream  DC: 16, Reflex negates (harmless)  1 standard action 30 minutes [D]  Touch  V, S, MDF (a few drops of oil and water)  V, S, MDF (a few drops of oil and water)  Caster Level: 3  Concentration: 6  Caster Level: 3  Co	### Iffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  sr: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  C: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature  1 standard action 3 hours [D]  Target: One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 hours  Target: 3 creatures, no two of which can be more than 30 ft. at  1 standard action 24 hours	Touch  Touch  Close (30 ft.)  Touch  Touch  Touch  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S V, S M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243
chool: Conjuration, WaterSchool (Creation) [Water] SR: No Target: creature touched Caster Level:3 Concentration:46    Caster Level:3 Concentration:46   Caster Level:3 Concentra	### A provided in the control of the	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  sr: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  C: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature  1 standard action 3 hours [D]  Target: One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 hours  Target: 3 creatures, no two of which can be more than 30 ft. at  1 standard action 24 hours	Touch  Touch  Close (30 ft.)  Touch  Touch  Touch  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S V, S M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243
chool: Conjuration, WaterSchool (Creation) [Water] SR: No Target creature touched Caster Level: 3 Concentration: 6    Fifect: Wave boosts creature's speed.	### A penalty takes a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge so a standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target 3 creatures, no two of which can be more than 30 ft. as a standard action 24 hours  Target creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)  part  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.336  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243  Concentration:+6
Soften Earth and Stone   1 standard action   Instantaneous   Close (30 ft.)   V, S, DF   CR: p.345	### A penalty takes a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge so a standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target 3 creatures, no two of which can be more than 30 ft. as a standard action 24 hours  Target creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)  part  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.336  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243  Concentration:+6
Concentration: Earth   SR: No Target: 3 10-ft. squares; see text	Iffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy by DC: 16, Will negates (harmless)  SR: Yes (harmless)  sR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  Target Creature touched  Target Creature touched  Target Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. a  1 standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)  part  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water)	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  APG: p.236  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243  Concentration:+6  APG: p.244
### Apg. Part of the confurction of the spell is cast, all natural, undressed earth or stone in the spell's area is softened.  ### DCI 15, Will negates (harmless)  ### DCI 15, Will negates (harmless)  ### Apg. p. 247  ### Creature touched  ### Apg. p. 247  ###	### A provided in the process of the control of the	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy by DC: 16, Will negates (harmless)  SR: Yes (harmless)  sR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge so a standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 hours  Target Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. action 3 tandard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  billity scores.  Close (30 ft.)  part  Touch  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 APG: p.236 Concentration:+6 CR: p.330 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.243 Concentration:+6 APG: p.244 Concentration:+6 APG: p.244 Concentration:+6 APG: p.244 Concentration:+6
Caster Level: 3 Concentration: 46 Concentration: 46 Concentration: 46 Concentration: 46 Concentration: 47 Concentration: 47 Concentration: 47 Concentration: 48 Concentration:	### ffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 16, Reflex negates (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge so a standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. as a standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target: creature touched  1 standard action 30 minutes [D]	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  billity scores.  Close (30 ft.)  part  Touch  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 CR: p.336 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.241 Concentration:+6 APG: p.244 Concentration:+6 CR: p.345 Concentration:+6 CR: p.346 Concentration:+6 CR: p.346 Concentration:+6 CR: p.345
### Stone Call   1 standard action   3 rounds   3 rounds   Medium (130 ft.)   V, S, DF   APG: p.247	### Idea of the control of the contr	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  CR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  CR: No  SR: No  SR: No  or stone in the spell's area is softened.	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge so a standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. as a standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target: creature touched  1 standard action 30 minutes [D]	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  billity scores.  Close (30 ft.)  part  Touch  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 CR: p.336 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.241 Concentration:+6 APG: p.244 Concentration:+6 CR: p.345 Concentration:+6 CR: p.346 Concentration:+6 CR: p.346 Concentration:+6 CR: p.345
1 standard action   3 rounds   Medium (130 ft.)   V, S, DF   APG: p.247	Iffect: Make a normal item into a masterworkone.	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  CC: 16, Reflex negates (harmless)  SR: No  SR: No  or stone in the spell's area is softened.  DC: 15, Will negates (harmless)	1 standard action 3 rounds  Target: creature touched  1 standard action 3 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  1 standard action 3 minutes  Target: one creature  1 standard action 3 hours [D]  Target: One willing animal of Small, Medium, Large, or Huge son standard action 30 minutes  Target: Creature touched  1 standard action 30 minutes  Target: Creature touched  Target: Creature touched  1 standard action 3 hours  Target: 3 creatures, no two of which can be more than 30 ft. at standard action 24 hours  Target: creature touched  1 standard action 30 minutes [D]  Target: creature touched  1 standard action 30 minutes [D]  Target: creature touched  1 standard action Instantaneous  Target: 3 10-ft. squares; see text	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  Dibility scores. Close (30 ft.)  part  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Gaster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF Caster Level: 3	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 APG: p.236 Concentration:+6 CR: p.330 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.243 Concentration:+6 APG: p.244 Concentration:+6 CR: p.345 Concentration:+6 CR: p.345 Concentration:+6 CR: p.345
Caster Level: 3 Concentration: 46  Chool: Conjuration, EarthSchool (Creation) [Earth] SR: No Target: cylinder 40 Caster Level: 3 Concentration: 46  Caster Level: 3 Concentration: 46  Chool: Conjuration, EarthSchool (Creation) [Earth] SR: No Target: cylinder 40 Caster Level: 3 Concentration: 46  Caster Level: 3 Concentration: 46  Chool: Conjuration (Summoning) SR: No Target: One summoned creature Caster Level: 3 Concentration: 46  Caster Level: 4 Concentration: 47  Ca	### A special content of the content	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  CR: Yes (harmless)  CR: Yes (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target 3 roeatures, no two of which can be more than 30 ft. a  1 standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched  1 standard action 10 minutes [D]  Target creature touched  1 standard action 10 Instantaneous  Target 2 10-ft. squares; see text  1 standard action 30 minutes  Target Creature touched  1 standard action 10 minutes  Target Creature touched	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  Dibility scores. Close (30 ft.)  part  Touch  Close (30 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) V, S, M/DF Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M/DF (a few drops of oil and water) V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 APG: p.236 Concentration:+6 CR: p.330 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.243 Concentration:+6 APG: p.244 Concentration:+6 CR: p.345 Concentration:+6 CR: p.345 Concentration:+6 CR: p.345 Concentration:+6 CR: p.347
ffeet: 2d6 damage to all creatures in area.       Summon Nature's Ally II chool: Conjuration (Summoning)     1 round     3 rounds [D]     Close (30 ft.)     V, S, DF     CR: p.354       chool: Conjuration (Summoning)     SR: No     Target One summoned creature     Caster Level:3     Concentration:46	### Idea of the Interest of the Interest of Idea of Id	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  ing one of the subject's ability scores or cures  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  CR: Yes (harmless)  CR: Yes (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  Target Creature touched  Target Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. a  1 standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched  1 standard action 1 Instantaneous  Target creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  tbility scores.  Close (30 ft.)  part  Touch  Close (30 ft.)  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, MDF (a few drops of oil and water) Caster Level: 3 V, S, DF Caster Level: 3 V, S, M Caster Level: 3 V, S, M Caster Level: 3 V, S, M	APG: p.233  Concentration:+6  CR: p.318  Concentration:+6  UM: p.231  Concentration:+6  CR: p.330  Concentration:+6  CR: p.334  Concentration:+6  CR: p.334  Concentration:+6  APG: p.241  Concentration:+6  APG: p.243  Concentration:+6  CR: p.345  Concentration:+6  CR: p.347  Concentration:+6  CR: p.347
chool: Conjuration (Summoning)  SR: No  Target: One summoned creature  Caster Level: 3  Concentration:+6	iffect: Make a normal item into a masterworkone.  Natural Rhythm  School: Transmutation  Iffect: 41 on damage rolls with each hit 5.  DIDDD Owl's Wisdom  Chool: Transmutation  Iffect: Transmutation  Iffect: Transmutation  Iffect: Transmutation  Iffect: Subject is sickened and has -4 Dex.  Iffect: Subject is sickened and has -4 Dex.  Iffect: Subject is sickened and has -4 Dex.  IDDDD Reduce Animal  Chool: Transmutation  Iffect: This spell functions like reduce person, except that  IDDDD Resist Energy  Chool: Abjuration, AirSchool, EarthSchool, FireSchool,  Iffect: This abjuration grants a creature limited protection  IDDDD Restoration (Lesser)  Chool: Conjuration (Healing)  Iffect: Trail: Leave trail for allies to follow.  IDDDDD Scent Trail  Chool: Transmutation  Iffect: Subject understands chosen language.  Iffect: Subject understands chosen language.  Soften Earth and Stone  Chool: Transmutation [Earth]  Iffect: When this spell is cast, all natural, undressed earth  IDDDDD Spider Climb  Chool: Transmutation  Iffect: When this spell is cast, all natural, undressed earth  IDDDDD Spider Climb  Chool: Transmutation  Iffect: When this spell is cast, all natural, undressed earth  IDDDDD Spider Climb  Chool: Transmutation Iffect: All Spider Climb  Chool: Transmutation Iffect: All Spider Climb  Chool: Transmutation Iffect: Call  Idd DDDD Stone Call	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  sr: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 16, Will negates (harmless)  SR: Yes (harmless)  CR: Yes (harmless)  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 hours  Target Sarget Creature touched  1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. at standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched  1 standard action Instantaneous  Target Creature touched  1 standard action 30 minutes	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  tbility scores.  Close (30 ft.)  part  Touch  Close (30 ft.)  Touch	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S Caster Level: 3 V, S Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) Caster Level: 3 V, S, DF Caster Level: 3 V, S, MDF (a few drops of oil and water) Caster Level: 3 V, S, M	APG: p.233  Concentration:+6  CR: p.318 Concentration:+6  UM: p.231 Concentration:+6  APG: p.236 Concentration:+6  CR: p.330 Concentration:+6  CR: p.334 Concentration:+6  APG: p.241 Concentration:+6  APG: p.243 Concentration:+6  CR: p.345 Concentration:+6  APG: p.244 Concentration:+6  CR: p.345 Concentration:+6  CR: p.345 Concentration:+6  CR: p.347 Concentration:+6  CR: p.347 Concentration:+6  APG: p.247
	### Chool: Transmutation ### Chool: Necromancy [Poison] ### Chool: Necromancy [Poison] ### Chool: Necromancy [Disease] ### Chool: Abjuration ### Chool: Transmutation ### Chool: Transmutation ### Chool: Abjuration, AirSchool, EarthSchool, FireSchool, ### Chool: Abjuration, AirSchool, EarthSchool, FireSchool, ### Chool: Conjuration (Healing) ### Chool: Conjuration (Healing) ### Chool: Conjuration #### Chool: Conjuration #### Chool: Conjuration ### Chool: Conjuration #### Chool: Conjuration ##### Chool: Conjuration #### Chool: Conjuration ##### Chool: Conjuration ##### Chool: Conjuration ##### Chool: Conjuration ####################################	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  4 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: No  it affects a single willing animal.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  from damage of whichever one of five energy ty  DC: 16, Will negates (harmless)  SR: Yes (harmless)  sr: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 16, Will negates (harmless)  SR: Yes (harmless)  CR: Yes (harmless)  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 pes you select. 3 rounds Instantaneous  Target Creature touched  144 points of temporary ability damage to one of the subject's at 1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. at 1 standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched  1 standard action Instantaneous  Target 2 10-ft. squares; see text  1 standard action 30 minutes  Target Creature touched  does.  1 standard action 3 rounds  Target creature touched  does.  1 standard action 3 rounds  Target cylinder 40	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)  part  Touch  Close (30 ft.)  Touch  Medium (130 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, MDF (a few drops of oil and water) V, S, MDF Caster Level: 3 V, S, M Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 CR: p.330 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.241 Concentration:+6 CR: p.345 Concentration:+6 CR: p.346 Concentration:+6 APG: p.247 Concentration:+6 CR: p.347 Concentration:+6 CR: p.347 Concentration:+6 CR: p.347 Concentration:+6 APG: p.247 Concentration:+6 APG: p.247 Concentration:+6
	### Chool: Transmutation ### Chool: Necromancy [Poison] ### Chool: Necromancy [Poison] ### Chool: Necromancy [Poison] ### Chool: Necromancy [Disease] ### Chool: Abjuration (Disease] ### Chool: Abjuration, AirSchool, EarthSchool, FireSchool, Price Transmutation ### Chool: Conjuration (Healing) ### Chool: Conjuration (Healing) ### Chool: Conjuration (Healing) ### Chool: Conjuration ### Chool: Divination ### Chool: Divination ### Chool: Divination ### Chool: Conjuration, WaterSchool (Creation) [Water] ### Chool: Transmutation #### Chool: Conjuration (WaterSchool (Creation) [Water] #### Chool: Transmutation #### Chool: Transmutation (Earth) #### Chool: Transmutation ######## Chool: Transmutation ####################################	DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes  44 enhancement bonus to Wisdom.  SR: Yes  DC: 15, Fortitude negates  SR: Yes  SR: Yes (harmless)  SR: Yes (harmless)  From damage of whichever one of five energy ty DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 16, Reflex negates (harmless)  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action 3 rounds  Target creature touched  1 standard action 3 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 standard action 3 minutes  Target one creature  1 standard action 3 hours [D]  Target One willing animal of Small, Medium, Large, or Huge s  1 standard action 30 minutes  Target Creature touched  1 standard action 30 minutes  Target Creature touched  1 pes you select. 3 rounds Instantaneous  Target Creature touched  144 points of temporary ability damage to one of the subject's at 1 standard action 3 hours  Target 3 creatures, no two of which can be more than 30 ft. at 1 standard action 24 hours  Target creature touched  1 standard action 30 minutes [D]  Target creature touched  1 standard action Instantaneous  Target 2 10-ft. squares; see text  1 standard action 30 minutes  Target Creature touched  does.  1 standard action 3 rounds  Target creature touched  1 standard action 3 rounds  Target creature touched  does.  1 standard action 3 rounds  Target cylinder 40  1 round 3 rounds [D]	Touch  Touch  Close (30 ft.)  Touch  ize  Touch  Touch  bility scores.  Close (30 ft.)  part  Touch  Close (30 ft.)  Touch  Medium (130 ft.)	V, S, M (a handful of pebbles dropped one by one onto the ground) Caster Level: 3 V, S, M/DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (leaves from a toxic plant) Caster Level: 3 V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a queen ant) Caster Level: 3 V, S, M (a page from a dictionary) Caster Level: 3 V, S, M/DF (a few drops of oil and water) V, S, DF Caster Level: 3 V, S, DF Caster Level: 3 V, S, MC Caster Level: 3 V, S, MC Caster Level: 3 V, S, MC Caster Level: 3 V, S, DF Caster Level: 3 V, S, M Caster Level: 3 V, S, DF	APG: p.233  Concentration:+6 CR: p.318 Concentration:+6 UM: p.231 Concentration:+6 APG: p.236 Concentration:+6 CR: p.330 Concentration:+6 CR: p.334 Concentration:+6 CR: p.334 Concentration:+6 APG: p.241 Concentration:+6 APG: p.244  Concentration:+6 APG: p.244 Concentration:+6 APG: p.244 Concentration:+6 APG: p.247 Concentration:+6 CR: p.354

Druid Spells  DDUDD Summon Swarm School: Conjuration (Summoning) SR: No Target One swarm of bats, rats, or spiders  Target One swarm of bats, rats, or spiders  Target One swarm of bats, rats, or spiders  Caster Level: 3 Concentration +6  Effect You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area.  DDDDD Tar Ball  SR: No Target Cone swarm of bats, rats, or spiders  SR: No Target Cone swarm of bats, rats, or spiders  SR: No Target Road attack  Caster Level: 3 Concentration +6  Effect Burning tar harms target and penalizes its Dex.  DDDDD Tare Shape  School: Transmitation (WoodSchool)  SR: No Target You											
Torund   Concentration + 2 rounds   Ciose (30 ft.)   V, S, MDF   CR: p.354			Druid Sp	ells							
School: Conjugation (Summoning) SR: No Target: One swarm of bats, rats, or spiders  Fiffect You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.  Fiffect You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.  Fiffect Prior summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.  Fiffect You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.  Fiffect Prior spiders  Fiffect	ΠΠΠΠΠ Summon Swarm				Close (30 ft.)	V, S, M/DF	CR: p.354				
Diamon   Tare Ball   School: Transmutation   SR: No   Target: Ranged attack   Target: Now   Targ		SR: No	Target: One swarm	of bats, rats, or spiders		Caster Level: 3	Concentration:+6				
School: Transmutation  SR: No  Target: Ranged attack  Effect: Burning tar harms target and penalizes its Dex.  1 standard action 3 hours [D]  Personal  V, S, DF  CR: p.362  School: Transmutation [WoodSchool]  SR:  Target: You  Target: You  Target: You  Target: You  Target: You  Target: You  Target: One creature  Target: One indifferent or friendly animal  Target: One indifferent or friendly an	Effect: You summon a swarm of bats, rats, or spiders [y	our choice], which attacks all other creatures w	ithin its area.								
Effect Burning tar harms target and penalizes its Dex.	ΠΠΠΠΠ Tar Ball		1 standard action	Instantaneous	Close (30 ft.)	V, S, M	UM: p.243				
School: Transmutation   WoodSchool   SR:   SR:   Ves   SR:   Sandard action   Sm:   Small   Smith   Smith   Sm:   Smith   Sm:   Smith   Sm:	School: Transmutation	SR: No	Target: Ranged atta	ack		Caster Level: 3	Concentration:+6				
School: Transmutation [WoodSchool] SR: Target: You	Effect: Burning tar harms target and penalizes its Dex.										
Effect: This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.         Close (30 ft.)         V, S, M         UM: p.246           School: Necromancy [Cold]         SR: Yes         Target: One creature         Close (30 ft.)         V, S, M         UM: p.246           Effect: Target is afflicted with severe cold.         Target: One creature         Target: One creature         Close (30 ft.)         V, S         CR: p.368           School: Transmutation         SR: Yes (object)         Target: 3 Small wooden objects, all within a 20-ft. radius         Colse (30 ft.)         V, S, M         UM: p.248           School: Transmutation         SR: Yes (object)         Target: 3 Small wooden objects, all within a 20-ft. radius         Caster Level: 3         Concentration +6           Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength.         1 minute         3 hours         Close (30 ft.)         V, S, M         UM: p.248           School: Enchantment (Compulsion) [Mind-Affecting]         SR: Yes         Target: One indifferent or friendly animal         Caster Level: 3         Concentration +6           Effect: Animal gains combat training.         In minute         3 hours [D]         Close (30 ft.)         V, S, DF         UM: p.249           School: Conjuration (Creation)         SR: No         Target: 5 ft10 ft. diameter w	ΠΠΠΠΠ <u>Tree Shape</u>		1 standard action	3 hours [D]	Personal	V, S, DF	CR: p.362				
Dic						Caster Level: 3	Concentration:+6				
School: Nectornancy [Cold]											
Effect: Target is afflicted with severe cold.	□□□□□ Unshakable Chill	DC: 15, Fortitude negates (see text)	1 standard action	30 minutes; see text	Close (30 ft.)	V, S, M	UM: p.246				
Description		SR: Yes	Target: One creature	e		Caster Level: 3	Concentration:+6				
School: Transmutation SR: Yes (object) Target: 3 Small wooden objects, all within a 20-ft. radius Caster Level: 3 Concentration +6 Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength.    I minute   3 hours   Close (30 ft.)   V, S, M   UM: p.248   School: Enchantment (Compulsion) [Mind-Affecting]   SR: Yes   Target: One indifferent or friendly animal	9										
Effect. You cause wood to bend and warp, permanently destroying its straightness, form, and strength.	□□□□□ Warp Wood	DC: 15, Will negates (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.368				
Martrain Mount   School: Enchantment (Compulsion) [Mind-Affecting]   SR: Yes   Target: One indifferent or friendly animal   School: Enchantment (Compulsion) [Mind-Affecting]   SR: Yes   Target: One indifferent or friendly animal   Shours [D]   Close (30 ft.)   V, S, DF   UMb: p.249			Target: 3 Small woo	oden objects, all within a 20-ft. radius		Caster Level: 3	Concentration:+6				
School: Enchantment (Compulsion) [Mind-Affecting] School: Enchantment (Compulsion) [Mind-Affecting] School: Enchantment (Compulsion) [Mind-Affecting] School: Enchantment (Compulsion) [Mind-Affecting] School: Transmutation School: Transmutatio	Effect: You cause wood to bend and warp, permanently	destroying its straightness, form, and strength.									
Effect: Animal gains combat training.    Close (30 ft.)   V, S, DF   UM: p.249	□□□□□ Wartrain Mount		1 minute	3 hours	Close (30 ft.)	V, S, M	UM: p.248				
Traingle   1 minute   3 hours [D]   Close (30 ft.)   V, S, DF   UM: p.249		SR: Yes	Target: One indifferen	ent or friendly animal		Caster Level: 3	Concentration:+6				
School: Conjuration (Creation)  SR: No  Target 5 ft10 ft. diameter web sphere or 5 ft20 ft. hemisphere  Caster Level: 3  Concentration +6  Effect: Create a comfortable shelter made of webbing.  DDDDD Wilderness Soldiers  School: Transmutation  SR: No  Target 30-ftradius emanation, centered on you  Caster Level: 3  Concentration +6  Teffect: Nearby plants aid you in combat.  DDDDD Wood Shape  DC: 15, Will negates (object)  1 standard action  Instantaneous  Touch  V, S, DF  CR: p.370  School: Transmutation  SR: Yes (object)  Target One touched piece of wood no larger than 13 cu. ft.  Caster Level: 3  Concentration +6  CR: p.249  Concentration +6  CR: p.249  Concentration +6  CR: p.370	5										
Effect: Create a comfortable shelter made of webbing.	□□□□□ Web Shelter		1 minute	3 hours [D]	Close (30 ft.)	V, S, DF	UM: p.249				
DICTION         Wilderness Soldiers         1 standard action         3 rounds         30ft.         V, S         UC: p.249           School: Transmutation         SR: No         Target 30-ftradius emanation, centered on you         Caster Level: 3         Concentration #6           Effect: Nearby plants aid you in combat.         Wood Shape         DC: 15, Will negates (object)         1 standard action         Instantaneous         Touch         V, S, DF         CR: p.370           School: Transmutation         SR: Yes (object)         Target: One touched piece of wood no larger than 13 cu. ft.         Caster Level: 3         Concentration #6		SR: No	Target: 5 ft10 ft. d	iameter web sphere or 5 ft20 ft. hemisphe	ere	Caster Level: 3	Concentration:+6				
School: Transmutation SR: No Target: 30-ftradius emanation, centered on you Caster Level: 3 Concentration: 46  Effect: Nearby plants aid you in combat.	Ü				***						
Effect: Nearby plants aid you in combat.					30ft.		•				
Wood Shape     DC: 15, Will negates (object)     1 standard action     Instantaneous     Touch     V, S, DF     CR: p.370       School: Transmutation     SR: Yes (object)     Target One touched piece of wood no larger than 13 cu. ft.     Caster Level: 3     Concentration +6		SR: No	Target: 30-ftradius	emanation, centered on you		Caster Level: 3	Concentration:+6				
School: Transmutation SR: Yes (object) Target: One touched piece of wood no larger than 13 cu. ft. Caster Level: 3 Concentration.+6		DC: 45 Will pagetos (abiset)	4	lanta stance and a	Tarret	V C DE	CD: = 270				
• • • • • • • • • • • • • • • • • • • •					TOUCH		·				
Effect: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.			•	d piece of wood no larger than 13 cu. ft.		Caster Level: 3	Concentration:+6				
	Effect: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.										

### Spellbook: Prepared Spells Druid

Level 0

□Detect Poison (DC:)
□Stabilize (DC:14)
□Virtue (DC:)

Onica	
	Elf
	RACE
	125
	AGE
	Female
	GENDER
	Low-Light Vision
	VISION
	Neutral Good
	ALIGNMENT
	Right
	DOMINANT HAND
	6' 1"
	HEIGHT
	110 lbs.
	WEIGHT
	Amber
	EYE COLOUR
	Tanned
	SKIN COLOUR
	Copper, Ponytail
	HAIR
	Waist-high or deeper, flowing water
	РНОВІАЅ
	,
	PERSONALITY TRAITS
	INTERESTS
	,
	SPOKEN STYLE / CATCH PHRASE
	RESIDENCE
	LOCATION
	None
	PEOLON

# Description: Biography:

Onica was born in Brevoy, her elf, merchant family was financially ruined by House Lebeda and was travelling down the East Sellen River during a storm when the boat bottomed out and sunk quickly.

Her parents and all who knew her dead and barely alive herself she washed ashore and with a broken arm made her way to a human settlement nearby.

Taken in by a fisherman and his wife who had one child of their own. Initially the elders had planned that once healed Onica would travel to Restov to bond with an elven family there. During that winter Onica and her new human brother were exploring some ancient ruins when a cave-in trapped them both underground. While both survived the cave-in they were unable to escape and Geoff was crippled for life by a falling wall that crushed part of his spine. For three days they lived off lichen and the small animals that Onica could catch and cook for the both of them. The experience brough Onica and Geoff close together. Eventually, Onica found a way out through an ancient elven mining tunnel and returned with help.

After this point, Onica and Geoff were inseparable, Geoff grew up and with Onica's constant aid learned how to adapt to his physical handicap. Geoff's had a quick mind and he grew skilled with making many engineering advancements within town and the region. Alas, while Geoff was growing up, Onica was still going through elf childhood. He soon married and had a number of children, who also grew into adulthood while Onica still appeared in her teens. Onica continued to aid her family being a faithful daughter, sister and aunt. During this time, Onica would learn about the world and her elven heritage as well as become fluent in a number of languages due to her interactions with those who journeyed to visit her brother and his inventions.

As she grew, her desire to learn and explore shifted from the ancient elven tunnel she and Geoff had once fallen into, to the many elven ruins in southern Brevoy. Time moved on, her adopted parents died and as Geoff's hair started to gray she knew it was growing time to move on. While she loved her brother's children, and they her, she couldn't bear the thought of seeing them die, and their children die and her still a young adult. At her brothers deathbed, she sat with his wife and watched as the light left the eyes of the only brother she had known. Bidding farewell she left town that night and went into the forest to study ruins, learn about nature and her place in the world. Soon, she found herself assisting a human druid manage a part of Southern Brevoy into the River Kingdoms. Learning the ways of the Druids, Onica nurtured the ecology around her, and came to understand and experience the change of tempo from the frantic human existence to a longer, elven one.

Onica is afraid of riding/swimming on the water and has never learned how to swim. She can wade across a stream/riverlet that comes up to the waist with only some trepidation but anything more and it will be difficult to focus. And if a storm is involved, forget it. She isn't afraid of the storms, its just a both storms and rivers together bring back too many bad memories.