

Dov Character Name: **Irwin** Player Name: **Gozreh** Region: **None** Alignment: **Neutral**
 Druid (Bear Shaman) 5 CLASS: **Half-Orc / Humanoid** RACE: **Medium / 5 ft.** HEIGHT / WEIGHT: **6' 5" / 283 lbs.** Darkvision (60 ft.) VISION
 5 (4) Character Level (CR) EXP/NEXT LEVEL: **10000 / 15000** AGE: **21** GENDER: **Male** EYES: HAIR: POINTS:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED											
STR Strength	16	+3	16	+3			HP Hit points	36							Walk 30 ft.											
DEX Dexterity	12	+1	12	+1			AC armor class	17	16	12	10	3	1	1	0	1	1	0	0	0	0	0	0	0	0	0
CON Constitution	16	+3	16	+3			INITIATIVE modifier		3	1	2															
INT Intelligence	12	+1	12	+1			Encumbrance		Light																	
WIS Wisdom	19	+4	19	+4																						
CHA Charisma	9	-1	9	-1																						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 25 (UNUSED: 5)		SKILLS		MAX RANKS: 5/5				
FORTITUDE (constitution)	+7	+4	+3	+0	+0	+0				SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
REFLEX (dexterity)	+2	+1	+1	+0	+0	+0				✓ Acrobatics		DEX	-1	=	1	+ -2
WILL (wisdom)	+8	+4	+4	+0	+0	+0				✓ Appraise		INT	1	=	1	
										✓ Bluff		CHA	-1	=	-1	
										✓ Climb		STR	1	=	3	+ -2
										✓ Craft (Untrained)		INT	1	=	1	
										✓ Diplomacy		CHA	-1	=	-1	
										✓ Disguise		CHA	-1	=	-1	
										✓ Escape Artist		DEX	-1	=	1	+ -2
										✓ Fly		DEX	3	=	1 + 1 + 1	
										✓ Handle Animal		CHA	6	=	-1 + 4 + 3	
										✓ Heal		WIS	4	=	4	
										✓ Intimidate		CHA	3	=	-1 + 4	
										Knowledge (Geography)		INT	5	=	1 + 1 + 3	
										Knowledge (Nature)		INT	10	=	1 + 4 + 5	
										✓ Perception		WIS	11	=	4 + 4 + 3	
										✓ Perform (Untrained)		CHA	-1	=	-1	
										✓ Ride		DEX	-1	=	1 + -2	
										✓ Sense Motive		WIS	4	=	4	
										Spellcraft		INT	8	=	1 + 4 + 3	
										✓ Stealth		DEX	-1	=	1 + -2	
										✓ Survival		WIS	14	=	4 + 4 + 6	
										✓ Swim		STR	1	=	3 + -2	
														=	+ +	
														=	+ +	

Conditional Save Modifiers:
 +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6	+3	+3	+0	+0	0	
RANGED attack bonus	+4	+3	+1	+0	+0	0	
CMB attack bonus	+6	+3	+3	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
	+6	+6	+6	+6	+6	+6	
CMD	18	18	18	18	18	18	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+3	20/x2	5 ft.

Special Properties:

*Scimitar					
HAND	TYPE	SIZE	CRITICAL	REACH	
Primary	S	M	18-20/x2	5 ft.	
	To Hit	Dam	To Hit	Dam	
1H-P	+6	1d6+3	+0	1d6+3	
1H-O	+2	1d6+1	+2	1d6+3	
2H	+6	1d6+4	-4	1d6+1	

*Shield, Light Wooden					
HAND	TYPE	SIZE	CRITICAL	REACH	
Off-hand		M	20/x2	5 ft.	
TOTAL ATTACK BONUS		DAMAGE			
-6		1d3+1			

Oil (1 Pint Flask)					
HAND	TYPE	SIZE	CRITICAL	REACH	
Equipped	F	M	20/x2	5 ft.	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+4	+2	+0	-2	-4
Dam	1d6	1d6	1d6	1d6	1d6

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

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

ARMOR					
TYPE	AC	MAXDEX	CHECK	SPELL FAILURE	
*Wooden	Light	+3	+3	-1	15
*Shield, Light Wooden	Light	+1		-1	5
*Ring of Protection +1		+1	+0		0

Spear		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam
2H	+6	1d8+4	2W-OH	N/A		N/A
Range: 20 ft.		To Hit: +4		Damage: 1d8+3		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+2	+2	+0	-2	-4	
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3	
Special Properties: Extra damage when set against a charging character (pg. 144)						

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d6+3	2W-P-(OH)	+0		1d6+3
1H-O	+2	1d6+1	2W-P-(OL)	+2		1d6+3
2H	+6	1d6+4	2W-OH	-4		1d6+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scimitar	Equipped	1	4 / 15	
Shield, Light Wooden	Equipped	1	5 / 3	
Ring of Protection +1	Equipped	1	0 / 2,000	
Wooden	Equipped	1	25 / 20	
Cloak of the Yeti	Equipped	1	5 / 4,000	
provides constant Endure Elements in cold weather				
Outfit (Cold-Weather)	Equipped	1	0 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Backpack, Common	Equipped	1	2 / 2	
12 lbs., 1 Blanket, 3 Oil (1 Pint Flask), 1 Book of History, 1 Potion of Levitate, 1 Potion of Endure Elements, 1 Potion of Enlarge Person, 1 Feather Token, Bird, 1 Feather Token, Tree, 1 Cauldron of Overwhelming Allies, 1 Scroll (Goodberry/Druid/1st/Divine/Minor)				
Blanket	Backpack, Common	1	3 / 0.5	
Oil (1 Pint Flask)	Backpack, Common	3	1 (3) / 0.1 (0.3)	
☐☐☐ Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Book of History	Backpack, Common	1	1 / 10	
(Traveling Spellbook (Blank))				
Potion of Levitate	Backpack, Common	1	0 / 300	
☐ Levitate up or down for 3 minutes				
Potion of Endure Elements	Backpack, Common	1	0 / 50	
☐ Grants protection from harm from being in a hot or cold environment for 24 hours				
Potion of Enlarge Person	Backpack, Common	1	0 / 50	
☐ Target's size category increases to next larger category for 1 minute				
Feather Token, Bird	Backpack, Common	1	0 / 300	
☐				
Feather Token, Tree	Backpack, Common	1	0 / 400	
☐				
Cauldron of Overwhelming Allies	Backpack, Common	1	5 / 4,500	
Once per day, when used as focus for Summon Monster or Summon Nature's Ally, summons 1d3 additional creatures of the same kind from the next lower level list.				
Scroll (Goodberry/Druid/1st/Divine/Minor)	Backpack, Common	1	0 / 25	
☐				
Spell Component Pouch	Equipped	1	2 / 5	
Belt Pouch	Equipped	1	0.5 / 1	
0 lbs., 1 Holly and Mistletoe, 1 Flint and Steel, 1 Potion of Cure Light Wounds, 1 Potion (Feather Step/Bard/1st)				
Holly and Mistletoe	Belt Pouch	1	0 / 0	
Flint and Steel	Belt Pouch	1	0 / 1	
Potion of Cure Light Wounds	Belt Pouch	1	0 / 50	
☐ Cures 1d8+1 points of damage				
Potion (Feather Step/Bard/1st)	Belt Pouch	1	0 / 50	
☐				
Waterskin (Filled)	Equipped	1	4 / 1	
Torch	Equipped	2	1 (2) / 0 (0)	
☐☐ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Spear	Carried	1	6 / 2	
Extra damage when set against a charging character (pg. 144)				
Club	Carried	1	3 / 0	
TOTAL WEIGHT CARRIED/VALUE		70.5 lbs.	11,785.8gp	

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

MONEY	
Total= 0 gp	

MAGIC	

Languages	
Common, Druidic, Giant, Orc	

Other Companions	

Archetypes	
Bear Shaman	[Paizo Inc. - Advanced Player's Guide, p.102]
A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon of strength and ferocity, and yet also a quiet protector rich in wisdom.	

Traits	
Outcast	[Paizo Inc. - Advanced Player's Guide, p.332]
Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.49]
You can channel stored spell energy into summoning spells that you haven't prepared 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	
Animal Companion (Ex)	[Paizo Inc. - Core Rulebook, p.51]
A bear shaman who chooses an animal companion must select a bear.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
Intimidating (Ex)	[Paizo Inc. - Core Rulebook, p.25]
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
Nature Bond	[Paizo Inc. - Advanced Player's Guide, p.102]
A bear shaman who chooses an animal companion must select a bear. If choosing a domain, the bear shaman must choose from the Animal, Earth, Protection, and Strength domains.	
Nature Bond (Ex)	[Paizo Inc. - Core Rulebook, p.50]
At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a	

new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex) [Paizo Inc. - Core Rulebook, p.50]

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

Orc Blood (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) [Paizo Inc. - Core Rulebook, p.25]

1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

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

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

Resist Nature's Lure (Ex) [Paizo Inc. - Core Rulebook, p.51]

You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Totemic Summons (Su) [Paizo Inc. - Advanced Player's Guide, p.102]

At 5th level, a bear shaman may cast summon nature's ally as a standard action when summoning bears, and summoned bears gain temporary hit points equal to her druid level. She can apply the young template to any bear to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates.

Totem Transformation (Su) [Paizo Inc. - Advanced Player's Guide, p.102]

At 2nd level, a bear shaman may adopt an aspect of the bear while retaining her normal form. She gains one of the following bonuses: movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks), senses (low-light vision, scent), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 to CMB on grapple checks). While using totem transformation, the bear shaman may speak normally and can cast speak with animals (mammals only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The bear shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

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 Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Wild Empathy (Ex) [Paizo Inc. - Advanced Player's Guide, p.102]

A bear shaman can use wild empathy with bears and wolverines as a full-round action with a +4 bonus.

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.

You gain the scent special ability.

Spirit's Gift [Paizo Inc. - Advanced Class Guide, p.157]

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

At the start of the day, you can choose to commune with a single shaman spirit. (Although a shaman would need an hour of preparation, this takes you no time.) Once during the next 24 hours, you can spend a standard action to grant your animal companion or familiar that shaman spirit's spirit animal ability for 1 minute/level in the class that grants you animal companion or familiar.

Proficiencies

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

Feats

Keen Scent [Paizo Inc. - Advanced Player's Guide, p.164]

Your nose is as sensitive as that of a wild predator.

Druid Spells

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

LEVEL 0 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large, possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. [SR:Yes; DC:14, Fortitude negates]					
□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:14, Will negates (harmless)]					
□□□□ Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.					
□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 5 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 5 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□ Read Magic	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:14, Fortitude negates (object)]					
□□□□ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ Air Bubble	Conjuration (Creation)	1 standard action	5 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Alter Winds	Transmutation, AirSchool [Air, WoodSchool]	1 minute	5 hours	Touch	APG:p.201
[V, S] TARGET: immobile 10-ft.-radius emanation; EFFECT: You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural [but not magical] wind effects are either increased or decreased by one step in intensity [Core Rulebook 439]. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. [SR:Yes; DC:15, Will negates]					
□□□□ Ant Haul	Transmutation	1 standard action	10 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
□□□□ Aspect of the Falcon	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; EFFECT: You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.					
□□□□ Bristle	Transmutation	1 standard action	5 minutes	Touch	APG:p.207
[V, S, DF] TARGET: one creature; EFFECT: You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum penalty/bonus of -5/+5 at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell. All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose. [SR:Yes; DC:15, Fortitude negates (harmless)]					
□□□□ Call Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 hours [D]	see description	APG:p.209
[V, S, DF] TARGET: one animal whose CR is equal or less than 5; EFFECT: This spell calls the nearest wild animal of a particular type you designate [provided the animal's CR is equal to or less than your caster level] to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge [nature] skill check [DC 15] to know what animals can be found in an area. When the called					

* =Domain/Specialty Spell

Druid Spells

animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals. [SR:None]					
□□□□ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals [those with Intelligence scores of 1 or 2] can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. [SR:Yes; DC:15, Will negates]					
□□□□ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 hours	Close (35 ft.)	CR:p.254
[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:15, Will negates]					
□□□□ Cloak of Shade	Abjuration	1 standard action	5 hours [D]	Touch	APG:p.211
[V, S, M] TARGET: one creature per level; EFFECT: This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature [see page 444 of the Core Rulebook for heat dangers]. The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
□□□□ Damp Powder	Transmutation	1 standard action	instantaneous	Close (35 ft.)	UC:p.226
[V, S, M/DF] TARGET: 1 loaded firearm; EFFECT: This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:15, Will negates (object)]					
□□□□ Deadeye's Lore	Divination	1 round	5 hours	Personal	UC:p.227
[V, S] TARGET: You; EFFECT: While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.					
□□□□ Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a $\frac{1}{2}$ penalty on all rolls and to its Armor Class and CMD for 1 minute. [SR:Yes (object); DC:15, Fortitude negates (object)]					
□□□□ Detect Aberration	Divination	1 standard action	concentration, up to 50 minutes [D]	Long (600 ft.)	APG:p.215
[V, S] TARGET: cone-shaped emanation; EFFECT: This spell functions like detect animals or plants, except it detects creatures of the aberration type. [SR:No]					
□□□□ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	CR:p.266
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [Chart omitted] [SR:No]					
□□□□ Detect Snares and Pits	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards- quicksand [a snare], a sinkhole [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the spell snare], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (35 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Entangle	Transmutation [WoodSchool]	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. [SR:No; DC:15, Reflex partial; see text]					
□□□□ Expeditious Excavation	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.220
[V, S, M] TARGET: dirt in a 5-ft. cube; EFFECT: You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square excavated and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures. [SR:No; DC:15, see text]					
□□□□ Faerie Fire	Evocation [Light]	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]					
□□□□ Feather Step	Transmutation	1 standard action	50 minutes	Close (35 ft.)	APG:p.221
[V, S] TARGET: one creature; EFFECT: For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. [SR:Yes; DC:15, Fortitude negates (harmless)]					
□□□□ Flare Burst	Evocation (Light)	1 standard action	Instantaneous	Close (35 ft.)	APG:p.223
[V] TARGET: 10-ft.-radius burst of light; EFFECT: This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:15, Fortitude negates]					
□□□□ Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 5 creatures touched; EFFECT: Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level. [SR:Yes]					
□□□□ Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (35 ft.)	ACG:p.183
[V, S] TARGET: one creature or object; EFFECT: You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases [such as cloudkill, stinking cloud, and inhaled poisons]. There must be air present to use this spell. [SR:yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Goodberry	Transmutation	1 standard action	5 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes 2d4 freshly picked berries magical. You [as well as any other druid of 3rd or higher level] can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period. [SR:Yes]					
□□□□ Heightened Awareness	Divination	1 standard action	50 minutes [D]	Personal	ACG:p.183
[V, M/DF] TARGET: you; EFFECT: You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.					
□□□□ Hide from Animals	Abjuration	1 standard action	50 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 5 creatures touched; EFFECT: Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□ Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected. [SR:Yes]					
□□□□ Jump	Transmutation	1 standard action	5 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET: Creature touched; EFFECT: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:15, Will negates (harmless)]					

* =Domain/Specialty Spell

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□□□□	Keen Senses	Transmutation	1 standard action	5 minutes [D]	Touch	APG:p.230
[V, M/DF] TARGET: creature touched; EFFECT: The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. [SR:Yes (harmless); DC:15, Will negates (harmless)]						
□□□□	Liberating Command	Transmutation	1 immediate action	instantaneous	Close (35 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:15, Will negates (harmless)]						
□□□□	Longstrider	Transmutation	1 standard action	5 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; EFFECT: This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.						
□□□□	Magic Fang	Transmutation	1 standard action	5 minutes	Touch	CR:p.308
[V, S, DF] TARGET: Living creature touched; EFFECT: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. Magic fang can be made permanent with a permanency spell. [SR:Yes (harmless); DC:15, Will negates (harmless)]						
□□□□	Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]						
□□□□	Monkey Fish	Transmutation	1 standard action	5 minutes [D]	Personal	ACG:p.188
[V, S] TARGET: you; EFFECT: Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.						
□□□□	Nauseating Dart	Conjuration (Creation) [Poison]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.189
[S, DF] TARGET: one poisonous stinger; EFFECT: You spit a poisonous stinger around the size of a quill at a creature within range, as though you had fired a dart from a blowgun. You must succeed at a ranged attack to hit your target. The stinger deals 1d2 points of piercing damage and poisons the target, causing it to become nauseated for 1 round unless it succeeds at a Fortitude save. [SR:no; DC:15, Fortitude partial (see text)]						
□□□□	Negate Aroma	Transmutation	1 standard action	5 hours [D]	Close (35 ft.)	APG:p.234
[V, S, M/DF] TARGET: 5 creatures or objects touched; EFFECT: With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. [SR:Yes; DC:15, Fortitude negates]						
□□□□	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	5 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]						
□□□□	Pass without Trace	Transmutation	1 standard action	5 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 5 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means. [SR:Yes (harmless); DC:15, Will negates (harmless)]						
□□□□	Produce Flame	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.326
[V, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level [maximum +5]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack [with no range penalty] and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater. [SR:Yes]						
□□□□	Ray of Sickness	Necromancy	1 standard action	5 minutes	Close (35 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. [SR:Yes; DC:15, Fortitude partial, see text]						
□□□□	Remove Sickness	Conjuration (Healing)	1 standard action	50 minutes; see text	Close (35 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]						
□□□□	Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT: You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. [SR:No]						
□□□□	Shillelagh	Transmutation	1 standard action	5 minutes	Touch	CR:p.342
[V, S, DF] TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger [a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6], +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell. [SR:Yes (object); DC:15, Will negates (object)]						
□□□□	Snowball	Conjuration (Creation) [Cold, Water]	1 standard action	Instantaneous	Close (35 ft.)	AP67:p.73
[V, S] TARGET: One ball of ice and snow; EFFECT: [SR:No; DC:15, Fortitude partial]						
□□□□	Speak with Animals	Divination	1 standard action	5 minutes	Personal	CR:p.346
[V, S] TARGET: You; EFFECT: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.						
□□□□	Stone Fist	Transmutation, EarthSchool [Earth]	1 standard action	5 minutes [D]	Personal	APG:p.247
[V, S, M] TARGET: You; EFFECT: This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage [1d4 if you are Small]. In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.						
□□□□	Summon Minor Ally	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	UM:p.241
[V, S, DF] TARGET: 1d3 summoned creatures; EFFECT: This spell functions as summon nature's ally I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. [SR:No]						
□□□□	Summon Nature's Ally I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components [such as wish]. The spell conjures one of the creatures from the 1st Level list on Table 10-6. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Chart not included] [SR:No]						
□□□□	Thorn Javelin	Conjuration (Creation) [Poison]	1 standard action	5 minutes [D]	0 Ft.	ACG:p.196
[V, S] TARGET: javelin-like thorn; EFFECT: A wooden thorn the size of a javelin [appropriate for your size] appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves. [SR:no; DC:15, none]						
□□□□	Thunderstomp	Evocation [Earth]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.196
[V, S] TARGET: one creature; EFFECT: You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier [Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers]. This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. [SR:yes; DC:15, none]						
□□□□	Touch of the Sea	Transmutation, WaterSchool	1 standard action	5 minutes	Touch	APG:p.250
[V, S, M] TARGET: creature touched; EFFECT: You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form [although magic items with a continuous effect continue to function]. This spell does not grant the target any ability to breathe water. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]						
□□□□	Wave Shield	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V] TARGET: you; EFFECT: You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/- and fire resistance equal to half your caster level [minimum 1] on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.						
□□□□	Weaken Powder	Transmutation	1 standard action	instantaneous	Close (35 ft.)	UC:p.249
[V, S, M/DF] TARGET: 1 loaded firearm; EFFECT: Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:15, Will negates (object)]						

* =Domain/Specialty Spell

Druid Spells

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
<p>■■■■■ Accelerate Poison</p> <p>[V, S, M] TARGET: creature touched; EFFECT: You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected. [SR:Yes; DC:16, Fortitude negates]</p>	Transmutation, WaterSchool [Poison]	1 standard action	Instantaneous	Touch	APG:p.201
<p>■■■■■ Aggressive Thundercloud</p> <p>[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A crackling, spherical storm cloud flies in whichever direction you point and deals electricity damage to those it strikes. It has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the storm stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates that damage. It provides concealment [20% miss chance] to anything within it, and its flickering light illuminates the same area a candle would. The sphere moves as long as you actively direct it [as a move action for you]; otherwise, it stays at rest and crackles with lightning. It can be moved by wind effects and counts as a Small creature for the purpose of determining how winds affect it. The sphere has no physical substance and cannot exert any force on corporeal creatures or objects. It disperses if it exceeds the spell's range. [SR:Yes; DC:16, Reflex negates]</p>	Evocation [Electricity]	1 standard action	5 rounds	Medium (150 ft.)	ACG:p.172
<p>■■■■■ Air Step</p> <p>[V, S, M] TARGET: you; EFFECT: This spell functions as air walk, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight [such as a pressure plate], and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet [to a minimum of 5 feet] and you take a -4 penalty on Acrobatics, Climb, and Ride checks. If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed. If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.</p>	Transmutation [Air]	1 standard action	5 minutes	Personal	ACG:p.173
<p>■■■■■ Animal Aspect</p> <p>[V, S, M/DF] TARGET: You; EFFECT: You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time. Frog - Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start. Gorilla - Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver. Monkey - Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat. Otter - Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath. Raccoon - Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks. Raptor - Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed. Tree Lizard - Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed. [SR:Yes (harmless)]</p>	Transmutation (Polymorph)	1 standard action	5 minutes [D]	Personal	UC:p.222
<p>■■■■■ Animal Messenger</p> <p>[V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message [if it's written in a language he doesn't know, for example]. [SR:Yes; DC:16, None; see text]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (35 ft.)	CR:p.241
<p>■■■■■ Animal Purpose Training</p> <p>[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: You instill the target animal with a general purpose [see the Handle Animal skill], which can be any purpose except combat training-fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks. [SR:Yes; DC:16, none]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	5 hours	Close (35 ft.)	ACG:p.173
<p>■■■■■ Animal Trance</p> <p>[V, S] TARGET: Animals or magical beasts with Intelligence 1 or 2; EFFECT: Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. [SR:Yes; DC:16, Will negates]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration	Close (35 ft.)	CR:p.241
<p>■■■■■ Ant Haul (Communal)</p> <p>[V, S, M/DF] TARGET: creatures touched; EFFECT: This spell functions like ant haul [see page 202 of the Pathfinder RPG Advanced Player's Guide], except you may divide the duration in 2-hour intervals among the creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	Transmutation	1 standard action	10 hours	Touch	UC:p.223
<p>■■■■■ Aspect of the Bear</p> <p>[V, S, DF] TARGET: You; EFFECT: You take on an aspect of a bear. You gain a +2 enhancement bonus to natural armor and a +2 enhancement bonus on CMB rolls. You can also perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity.</p>	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	APG:p.203
<p>■■■■■ Barkskin</p> <p>[V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. [SR:Yes (harmless)]</p>	Transmutation	1 standard action	5 minutes	Touch	CR:p.246
<p>■■■■■ Bear's Endurance</p> <p>[V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are. [SR:Yes; DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	5 minutes	Touch	CR:p.246
<p>■■■■■ Beastpeak</p> <p>[S, DF] TARGET: you; EFFECT: When you're in the form of an animal [such as when you are using wild shape or are affected by a polymorph effect], you can speak normally, including when you cast spells with verbal components, and you sound like your normal self when you speak. You can cast this spell while in animal form, using animal-appropriate somatic components.</p>	Divination	1 standard action	50 minutes	Personal	ACG:p.175
<p>■■■■■ Bull's Strength</p> <p>[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	5 minutes	Touch	CR:p.251
<p>■■■■■ Burning Gaze</p> <p>[V, S, M/DF] TARGET: You; EFFECT: Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze. Note that this spell does not grant an actual gaze attack-foes and allies are not in danger of catching on fire simply by meeting your gaze. [SR:Yes; DC:16, Fortitude negates (see text)]</p>	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Personal	APG:p.208
<p>■■■■■ Campfire Wall</p> <p>[V, S, M/DF] TARGET: 20-ft.-radius sphere centered on fire source; EFFECT: You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends. [SR:Yes]</p>	Evocation, FireSchool [Fire, Light]	1 standard action	10 hours; see below [D]	Close (35 ft.)	APG:p.210
<p>■■■■■ Cat's Grace</p> <p>[V, S, M] TARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. [SR:Yes; DC:16, Will negates (harmless)]</p>	Transmutation [WoodSchool]	1 standard action	5 minutes	Touch	CR:p.252
<p>■■■■■ Certain Grip</p> <p>[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	50 minutes [D]	Touch	UC:p.225
<p>■■■■■ Chill Metal</p> <p>[V, S, DF] TARGET: Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 125 lbs. of metal, none of which can be more than 30 ft. away from any of the rest; EFFECT: Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below. Round Metal Temperature Damage 1 Cold None 2 Icy 1d4 points 3-5 Freezing 2d4 points 6 Icy 1d4 points 7 Cold None Any heat intense enough to damage the creature negates cold damage from the spell [and vice versa] on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended. Chill metal counters and dispels heat metal. [SR:Yes (object); DC:16, Will negates (object)]</p>	Transmutation [Cold, MetalSchool]	1 standard action	7 rounds	Close (35 ft.)	CR:p.254
<p>■■■■■ Climbing Beanstalk</p> <p>[V, S, DF] TARGET: 5-ft. square of climbable beanstalks; EFFECT: You cause a thick, sturdy beanstalk to sprout from the ground and grow upward to a height of 10 feet + 5 feet per 2 caster levels. The growing stalk anchors itself to sturdy objects such as walls or ceilings, and grows around objects that do not fully obstruct its square [such as tree branches], but is stopped by solid obstacles. The beanstalk provides numerous hand- and footholds; its climb DC 5. The beanstalk can support up to 200 pounds plus 50 pounds per caster level, or double that amount if anchored on its upper end. If it anchors itself to a sturdy mobile object [such as a ship or a siege engine], breaking the object free requires a DC 23 Strength check or cutting through the beanstalk [hardness 2, 40 hp]. If the ground is capable of supporting plant life, the beanstalk continues to live as a normal plant, and it produces nutritious [if unappetizing] beans. Otherwise, the plant dies after 1d6 hours; its husk remains as durable as a small tree.</p>	Conjuration (Creation)	1 standard action	instantaneous	Close (35 ft.)	ACG:p.177
<p>■■■■■ Companion Life Link</p> <p>[V, S, M/DF] TARGET: one of your animal companions or your familiar; EFFECT: You create a life link between yourself and the target. You sense whenever the target is wounded and are made immediately aware if the target is slain. If you are wounded or slain, the target is made aware. As a free action, you can call out to the target, causing it to return to you [if able and willing]; this ends the spell. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	Necromancy	1 standard action	5 minutes [see below]	Touch	ACG:p.177

* = Domain/Specialty Spell

Druid Spells

□□□□	Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]						
□□□□	Eagle Eye	Divination	1 minute	5 minutes [D]	Long (600 ft.)	APG:p.217
[V, S, DF] TARGET: magical sensor; EFFECT: Eagle eye creates a magical sensor directly above you. The sensor can appear anywhere above you, to a maximum height equal to the spell's range. You can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees. You perceive with your normal visual senses. A caster using eagle eye can easily see for a considerable distance. The spell does not penetrate any solid surface, although it is unaffected by foliage and the like. [SR:No]						
□□□□	Elemental Speech	Divination, AirSchool, EarthSchool, FireSchc1	standard action	5 minutes	Personal	APG:p.218
[V, S, M] TARGET: You; EFFECT: This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Aurian and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.						
□□□□	Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
□□□□	Euphoric Cloud	Conjuration (Creation) [Poison]	1 standard action	5 rounds	Medium (150 ft.)	ACG:p.181
[V, S, M] TARGET: fog spreads in 20-ft. radius, 20 ft. high; EFFECT: You create a bank of fog similar to that created by fog cloud except its vapors are intoxicating. Living creatures in the cloud become fascinated. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds at its save but remains in the cloud must continue to save each round on your turn. [SR:no; DC:16, Fortitude negates (see text)]						
□□□□	Feast of Ashes	Transmutation [Curse]	1 standard action	10 days [D]	Close (35 ft.)	APG:p.220
[V, S, M] TARGET: one creature; EFFECT: You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve [see page 444 of the Core Rulebook]. The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed [such as poisons or potions]. Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means. [SR:Yes; DC:16, Fortitude negates]						
□□□□	Fire Trap	Abjuration, FireSchool [Fire]	10 minutes	Permanent until discharged [D]	Touch	CR:p.282
[V, S, M] TARGET: Object touched; EFFECT: Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed. When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level [maximum +20]. The item protected by the trap is not harmed by this explosion. A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam. You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends. Magic traps such as fire trap are hard to detect and disable. A rogue [only] can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level [DC 27 for a druid's fire trap or DC 29 for the arcane version]. [SR:Yes; DC:16, Reflex half; see text]						
□□□□	Flame Blade	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.283
[V, S, DF] TARGET: Sword-like beam; EFFECT: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels [maximum +10]. Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and doth. [SR:Yes]						
□□□□	Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it [a move action for you]; otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range. [SR:Yes; DC:16, Reflex negates]						
□□□□	Flurry of Snowballs	Evocation [Cold, Water]	1 standard action	Instantaneous	30 ft.	APG:p.72
[V, S] TARGET: Cone-shaped burst; EFFECT: [SR:No; DC:16, Reflex half]						
□□□□	Fog Cloud	Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.284
[V, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker can't use sight to locate the target]. A moderate wind [11+ mph] disperses the fog in 4 rounds; a strong wind [21+ mph] disperses the fog in 1 round. The spell does not function underwater. [SR:No]						
□□□□	Forest Friend	Abjuration	1 round	5 minutes	Close (35 ft.)	UC:p.230
[V, S, M] TARGET: one willing living creature per three levels, no two of which may be more than 30 ft. apart.; EFFECT: While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal. When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks. [SR:No]						
□□□□	Frigid Touch	Evocation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Creature touched; EFFECT: This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. [SR:Yes]						
□□□□	Frost Fall	Evocation [Cold]	1 standard action	2 rounds	Close (35 ft.)	UC:p.230
[V, S] TARGET: 5-foot radius burst; EFFECT: The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage [Fortitude saving throw for half] but does not become staggered even on a failed saving throw. [SR:Yes; DC:16, Fortitude partial]						
□□□□	Glide	Transmutation, AirSchool	1 standard action	until landing or 5 minutes [D]	Personal	APG:p.225
[V, S, M/DF] TARGET: You; EFFECT: You take no damage from falls [as if from feather fall]. In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.						
□□□□	Gust of Wind	Evocation, AirSchool [Air]	1 standard action	1 round	60 ft.	CR:p.293
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; EFFECT: This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 ? 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. A Tiny or smaller creature on the ground is knocked down and rolled 1d4 ? 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a gust of wind effect. This spell can't move a creature beyond the limit of it's range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. Gust of wind can be made permanent with a permanency spell. [SR:Yes; DC:16, Fortitude negates]						
□□□□	Heat Metal	Transmutation [Fire, MetalSchool]	1 standard action	7 rounds	Close (35 ft.)	CR:p.294
[V, S, DF] TARGET: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart.; or 125 lbs. of metal, all of which must be within a 30-ft. circle; EFFECT: Heat metal causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table below. Round Metal Temperature Damage 1 Warm None 2 Hot 1d4 points 3-5 Searing 2d4 points 6 Hot 1d4 points 7 Warm None Any cold intense enough to damage the creature negates fire damage from the spell [and vice versa] on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water. Heat metal counters and dispels chill metal. [SR:Yes (object); DC:16, Will negates (object)]						
□□□□	Hold Animal	Enchantment (Compulsion) [Mind-Affecting]		5 rounds [D]; see text		CR:p.296
[V, S] TARGET: One animal; EFFECT: This spell functions like hold person, except that it affects an animal instead of a humanoid. [SR:Yes; DC:16, Will negates; see text]						
□□□□	Lockjaw	Transmutation	1 standard action	5 rounds	Touch	APG:p.232
[V, S, M] TARGET: creature touched; EFFECT: You give a creature the ability to use one of its natural attacks to firmly attach itself to an opponent. Choose one of the creature's natural attacks [usually a claw or bite attack]. The creature gains the grab ability with that natural attack, including the +4 bonus on combat maneuver checks to start or maintain a grapple. A creature with multiple natural attacks can strike at its grappled opponent with its other natural attacks, but cannot attack any other creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]						
□□□□	Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality. The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item [typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool]. If an object has multiple masterwork options [such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor], you choose one option of the object to affect [though you can cast the spell again to affect another option]. [SR:No]						
□□□□	Natural Rhythm	Transmutation	1 standard action	5 rounds	Touch	APG:p.233
[V, S, M] TARGET: creature touched; EFFECT: You enhance a creature's ability to harm an opponent based on the number of times it has already injured that opponent with a natural attack. Each time the creature successfully strikes an opponent with a natural attack, the subject gains a cumulative +1 bonus on damage rolls made against that opponent when making natural attacks [maximum +5 bonus]. If an attack misses, the bonus to damage for all attacks resets to +0. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
□□□□	Owl's Wisdom	Transmutation	1 standard action	5 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase [SR:Yes; DC:16, Will negates (harmless)]						

* =Domain/Specialty Spell

Druid Spells

<p>☐☐☐☐ Pernicious Poison</p> <p>[V, S, DF] TARGET: Creature touched; EFFECT: You weaken the target's defenses against poison. The target gains a $\diamond 4$ penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments [for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4]. Attempts to cure the poisoned target with skill or magic take a $\diamond 4$ penalty. [SR:Yes]</p>	<p>Necromancy [Poison]</p> <p>1 standard action 50 minutes</p>	<p>Touch</p>	<p>UM:p.231</p>
<p>☐☐☐☐ Pox Pustules</p> <p>[V, S, M] TARGET: one creature; EFFECT: You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity [this penalty cannot lower Dexterity below 0]. The target can spend a move action scratching furiously at the rash to remove the sickened condition [but not the Dexterity penalty] until the start of its next turn. [SR:Yes; DC:16, Fortitude negates]</p>	<p>Necromancy [Disease]</p> <p>1 standard action 5 minutes</p>	<p>Close (35 ft.)</p>	<p>APG:p.236</p>
<p>☐☐☐☐ Reduce Animal</p> <p>[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECT: This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size [see Equipment how to adjust damage for size]. [SR:No]</p>	<p>Transmutation</p> <p>1 standard action 5 hours [D]</p>	<p>Touch</p>	<p>CR:p.330</p>
<p>☐☐☐☐ Resist Energy</p> <p>[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Resist energy overlaps [and does not stack with] protection from energy. If a character is ward by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	<p>Abjuration, AirSchool, EarthSchool, FireSchool</p> <p>1 standard action 50 minutes</p>	<p>Touch</p>	<p>CR:p.334</p>
<p>☐☐☐☐ Restoration (Lesser)</p> <p>[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	<p>Conjuration (Healing)</p> <p>3 rounds Instantaneous</p>	<p>Touch</p>	<p>CR:p.334</p>
<p>☐☐☐☐ Savage Maw</p> <p>[V, S] TARGET: You; EFFECT: Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus -5, and adds half your Strength modifier to its damage. You can end this spell before its normal duration by making a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar. [SR:No]</p>	<p>Transmutation</p> <p>1 standard action 5 minutes</p>	<p>Personal</p>	<p>ARG:p.59</p>
<p>☐☐☐☐ Scent Trail</p> <p>[V, S, M] TARGET: 5 creatures, no two of which can be more than 30 ft. apart; EFFECT: You, or a willing creature you touch, lay down a trail of scents that only the creatures you designate at the time of casting can detect. These creatures find it very easy to follow this trail. They gain a +20 competence bonus on any Survival checks made for the purpose of tracking the creature laying this trail. Subject creatures with the scent special ability gain a +10 competence bonus on Wisdom or Survival checks to follow the trail. In addition, you can leave scent messages along the trail. Each word or emotion in this message requires spending a move action in the same spot. Subject creatures seeking to understand this message must make another DC 20 Survival check, with a -1 penalty for every word or emotion in the message, in order to understand it. Creatures cannot benefit from this smell if they cannot use, or do not have, a sense of smell. Creatures can use this spell to backtrack through a dungeon, maze, or similar areas even if the creature laying down the trail crossed over the spot multiple times. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	<p>Transmutation</p> <p>1 standard action 5 hours</p>	<p>Close (35 ft.)</p>	<p>APG:p.241</p>
<p>☐☐☐☐ Share Language</p> <p>[V, S, M] TARGET: creature touched; EFFECT: You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language [whether written or spoken]. However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork. Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	<p>Divination</p> <p>1 standard action 24 hours</p>	<p>Touch</p>	<p>APG:p.243</p>
<p>☐☐☐☐ Sickening Entanglement</p> <p>[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell functions as entangle, except the plants are coated with an irritating sap that creates a painful, itching rash on creatures that touch them. Any creature that enters the area or ends its turn there must succeed at a Fortitude save or be sickened as long as it remains in the area and for 1d4 rounds afterward. This is a poison effect. [SR:No; DC:16, Reflex partial and Fortitude negates (see text), Reflex partial; see text]</p>	<p>Transmutation [Poison]</p> <p>1 standard action 5 minutes [D]</p>	<p>Long (600 ft.)</p>	<p>ACG:p.192</p>
<p>☐☐☐☐ Slipstream</p> <p>[V, S, M/DF] TARGET: creature touched; EFFECT: You create a low-creeping wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft. [SR:No; DC:16, Reflex negates (harmless)]</p>	<p>Conjuration, WaterSchool (Creation) [Water]</p> <p>1 standard action 50 minutes [D]</p>	<p>Touch</p>	<p>APG:p.244</p>
<p>☐☐☐☐ Soften Earth and Stone</p> <p>[V, S, DF] TARGET: 5 10-ft. squares; see text; EFFECT: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls [treat as a cave-in with no bury zone, see Environment]. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. [SR:No]</p>	<p>Transmutation [Earth]</p> <p>1 standard action Instantaneous</p>	<p>Close (35 ft.)</p>	<p>CR:p.345</p>
<p>☐☐☐☐ Spider Climb</p> <p>[V, S, M] TARGET: Creature touched; EFFECT: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	<p>Transmutation</p> <p>1 standard action 50 minutes</p>	<p>Touch</p>	<p>CR:p.347</p>
<p>☐☐☐☐ Stone Call</p> <p>[V, S, DF] TARGET: cylinder 40'; EFFECT: A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects [other than the damage dealt]. [SR:No]</p>	<p>Conjuration, EarthSchool (Creation) [Earth]</p> <p>1 standard action 5 rounds</p>	<p>Medium (150 ft.)</p>	<p>APG:p.247</p>
<p>☐☐☐☐ Stone Discus</p> <p>[V, S, M] TARGET: one or more stone discuses; EFFECT: You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th and 11th caster levels. For each discus you create, you decide whether its edge is blunt [and deals bludgeoning damage] or sharp [and deals slashing damage]. Each discus requires a ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously. At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantite. [SR:No; DC:16, none]</p>	<p>Conjuration (Creation) [Earth]</p> <p>1 standard action Instantaneous</p>	<p>Close (35 ft.)</p>	<p>ACG:p.194</p>
<p>☐☐☐☐ Summon Nature's Ally II</p> <p>[V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. [SR:No]</p>	<p>Conjuration (Summoning)</p> <p>1 round 5 rounds [D]</p>	<p>Close (35 ft.)</p>	<p>CR:p.354</p>
<p>☐☐☐☐ Summon Swarm</p> <p>[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [You may summon the swarm so that it shares the area of other creatures.] If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. [SR:No]</p>	<p>Conjuration (Summoning)</p> <p>1 round Concentration + 2 rounds</p>	<p>Close (35 ft.)</p>	<p>CR:p.354</p>
<p>☐☐☐☐ Tar Ball</p> <p>[V, S, M] TARGET: Ranged attack; EFFECT: You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature's turn for the next 1d4 rounds and gives the target a $\diamond 2$ penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage. Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect. [SR:No]</p>	<p>Transmutation</p> <p>1 standard action Instantaneous</p>	<p>Close (35 ft.)</p>	<p>UM:p.243</p>
<p>☐☐☐☐ Tree Shape</p> <p>[V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action [instead of as a standard action].</p>	<p>Transmutation [WoodSchool]</p> <p>1 standard action 5 hours [D]</p>	<p>Personal</p>	<p>CR:p.362</p>
<p>☐☐☐☐ Unshakable Chill</p> <p>[V, S, M] TARGET: One creature; EFFECT: The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold [Core Rulebook 442]. Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes [using the DC of severe cold instead of this spell's DC] or take additional damage. [SR:Yes; DC:16, Fortitude negates (see text)]</p>	<p>Necromancy [Cold]</p> <p>1 standard action 50 minutes; see text</p>	<p>Close (35 ft.)</p>	<p>UM:p.246</p>
<p>☐☐☐☐ Warp Wood</p> <p>[V, S] TARGET: 5 Small wooden objects, all within a 20-ft. radius; EFFECT: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open [or becomes stuck, requiring a Strength check to open, at your option]. A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. Alternatively, you can unwarped wood [effectively warping it back to normal] with this spell. Make whole, on the other hand, does no good in repairing a warped item. You can combine multiple consecutive warp wood spells to warp [or unwarped] an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects. [SR:Yes (object); DC:16, Will negates (object)]</p>	<p>Transmutation</p> <p>1 standard action Instantaneous</p>	<p>Close (35 ft.)</p>	<p>CR:p.368</p>
<p>☐☐☐☐ Wartrain Mount</p> <p>[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: You instill the target animal with the combat training general purpose [see the Handle Animal skill, Core Rulebook 98]. This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks. [SR:Yes]</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p> <p>1 minute 5 hours</p>	<p>Close (35 ft.)</p>	<p>UM:p.248</p>
<p>☐☐☐☐ Web Shelter</p> <p>[V, S, DF] TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing [including swarms]; all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears. [SR:No]</p>	<p>Conjuration (Creation)</p> <p>1 minute 5 hours [D]</p>	<p>Close (35 ft.)</p>	<p>UM:p.249</p>

* =Domain/Specialty Spell

Druid Spells

◻◻◻◻	Whip of Spiders	Conjuration (Summoning)	1 standard action	5 rounds [D [see text]]	0 Ft.	ACG:p.199
<p>[V, S, M/DF] TARGET: whiplike swarm; EFFECT: You summon hundreds of Diminutive spiders, which cling together in the form of a whip made for a creature of your size. You can wield this object as if it were an actual whip, except you make a melee touch attack with it instead of a regular attack. Any creature you strike with the whip takes swarm damage as if it were attacked by a spider swarm [1d6 points of damage plus poison and distraction, Bestiary 258]. The swarm whip is able to damage creatures with armor or natural armor, even if a normal whip could not. It cannot be used to make bull rush, grapple, or trip attacks, and [unlike a swarm] is subject to a miss chance for concealment and cover. The whip is immune to all weapon damage, is never staggered or reduced to a dying state by damage, and is immune to any spell or effect that targets a specific number of creatures [including single-target spells such as disintegrate]. The whip takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw on a 1 or if it is specifically targeted by an opponent. The whip does not have a swarm's susceptibility to high winds. As a standard action, you can transform the whip into a spider swarm [all squares of the swarm must be within 15 feet of you]; thereafter it functions as summon swarm. The spider swarm has 3 hit points and persists in that form for 2 rounds or until the end of this spell's duration, whichever comes first. [SR:yes; DC:16, none]</p>						
◻◻◻◻	Wilderness Soldiers	Transmutation	1 standard action	5 rounds	30ft.	UC:p.249
<p>[V, S] TARGET: 30-ft.-radius emanation, centered on you; EFFECT: You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels 5 on damage rolls due to this spell. Your wilderness soldiers never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes. Tree - A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself. Undergrowth or Hedgerow - Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMD. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent. [SR:No]</p>						
◻◻◻◻	Wood Shape	Transmutation	1 standard action	Instantaneous	Touch	CR:p.370
<p>[V, S, DF] TARGET: One touched piece of wood no larger than 15 cu. ft.; EFFECT: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. [SR:Yes (object); DC:16, Will negates (object)]</p>						

LEVEL 3 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source	
◻◻◻◻	Air Geyser	Evocation [Air]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.172
<p>[V, S] TARGET: one creature or object up to Large size; EFFECT: You create a powerful blast of air capable of flinging an opponent upward. If the target fails its Reflex save, the force of the air deals 2d6 points of bludgeoning damage and hurls the target upward a number of feet equal to 5 x your caster level. If a solid object [such as a ceiling] is encountered, the target strikes the object in the same manner as it would during a normal fall. After this blast of air ceases, the target falls down [unless it was flying], taking falling damage as normal. A successful save means the target takes half damage from the air blast but is not moved by it. [SR:yes; DC:17, Reflex partial (see text)]</p>						
◻◻◻◻	Anchored Step	Transmutation	1 standard action	50 minutes [D]	Personal	ACG:p.173
<p>[V, S, M] TARGET: you; EFFECT: Powerful tendrils grow out of the bottom of your feet or footwear, partially anchoring you to the ground and making it more difficult for others to move you against your will. These tendrils dig into any surface, but leave no trace of your passing. You gain a +10 bonus to your CMD against bull rush, overrun, pull, push, reposition, and trip combat maneuvers, as well as any other effect that would move you from your current position [such as being swallowed whole] or knock you prone. The tendrils slow your movement, however; your speed is reduced by 10 feet [to a minimum of 5 feet]. This spell has no effect if you are moving without touching the ground [climbing, flying, swimming, and so on].</p>						
◻◻◻◻	Animal Aspect (Greater)	Transmutation (Polymorph)				UC:p.223
<p>TARGET: ; EFFECT: This spell functions like animal aspect, except you can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below. Frog - You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed. Gorilla - You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves. Monkey - You gain a +4 competence bonus on Acrobatics checks. Otter - Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater. Raccoon - Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4. Raptor - Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat. Tree Lizard - You gain a +4 competence bonus on Stealth checks.</p>						
◻◻◻◻	Anthropomorphic Animal	Transmutation (Polymorph)	1 standard action	5 hours	Touch	UM:p.206
<p>[V, S, M] TARGET: Animal touched; EFFECT: You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite [if it had one as an animal], all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size [unless it has a bite attack, which is a natural attack]. Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at a cost of 7,500 gp. [SR:Yes; DC:17, Fortitude negates]</p>						
◻◻◻◻	Aqueous Orb	Conjuration, WaterSchool (Creation) [Water]	1 standard action	5 rounds	Medium (150 ft.)	APG:p.202
<p>[V, S, M] TARGET: 10-ft.-diameter sphere; EFFECT: You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Large or less. Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it. The sphere moves as long as you actively direct it [a move action for you]; otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range. [SR:No; DC:17, Reflex negates]</p>						
◻◻◻◻	Ash Storm	Conjuration (Creation) [Fire]	1 standard action	5 rounds	Long (600 ft.)	UM:p.207
<p>[V, S, M/DF] TARGET: Cylinder 40'; EFFECT: Driving ash blocks all sight [even darkvision] within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain. [SR:No]</p>						
◻◻◻◻	Badger's Ferocity	Transmutation	1 standard action	Concentration	Close (35 ft.)	UM:p.207
<p>[V, S] TARGET: 1 weapon; EFFECT: This functions like keen edge, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
◻◻◻◻	Blood Scent	Transmutation	1 standard action	5 minutes	Medium (150 ft.)	ARG:p.143
<p>[V, S] TARGET: 2 creatures; EFFECT: You greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures [below full hit points]. Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability. Orcs and any creature under the effects of rage gain a +2 morale bonus on attack and damage rolls against creatures they can smell with this spell, or a +4 morale bonus if the target's blood counts as a strong scent. [SR:Yes (harmless); DC:17, Will Negates (harmless)]</p>						
◻◻◻◻	Burrow	Transmutation	1 standard action	5 minutes	Touch	UM:p.210
<p>[V, S] TARGET: Creature touched; EFFECT: The subject can burrow at a speed of 15 feet [or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load] through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
◻◻◻◻	Burst of Nettles	Conjuration [Acid]	1 standard action	Instantaneous	Close (35 ft.)	UM:p.210
<p>[V, S] TARGET: 10-ft.-radius burst; EFFECT: You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round. [SR:Yes; DC:17, Reflex half]</p>						
◻◻◻◻	Call Lightning	Evocation [Electricity]	1 round	5 minutes	Medium (150 ft.)	CR:p.251
<p>[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; EFFECT: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a spell's range [measured from your position at the time]. Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action [concentration on the spell] to call a bolt. You may call a total number of bolts equal to your caster level [maximum 10 bolts]. If you are outdoors and in a stormy area-a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado [including a whirlwind formed by a djinni or an air elemental of at least Large size]-each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater. [SR:Yes; DC:17, Reflex half]</p>						
◻◻◻◻	Cloak of Winds	Abjuration, AirSchool [Air, WoodSchool]	1 standard action	5 minutes	Close (35 ft.)	APG:p.211
<p>[V, S] TARGET: one living creature; EFFECT: You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength [whether natural or magically created], and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
◻◻◻◻	Command Plants	Transmutation [WoodSchool]	1 standard action	5 days	Close (35 ft.)	CR:p.257
<p>[V] TARGET: Up to 10 HD of plant creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way [treat their attitude as friendly]. They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of plant creatures whose combined level or HD do not exceed twice your level. [SR:Yes; DC:17, Will negates]</p>						
◻◻◻◻	Companion Mind Link	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	UC:p.226
<p>[V, S] TARGET: Your animal companion; EFFECT: The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.</p>						
◻◻◻◻	Contagion	Necromancy [Evil, Disease]	1 standard action	Instantaneous	Touch	CR:p.259
<p>[V, S] TARGET: Living creature touched; EFFECT: The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately [the onset period does not apply]. Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases. [SR:Yes; DC:17, Fortitude negates]</p>						
◻◻◻◻	Create Treasure Map	Divination	1 hour	Instantaneous	Touch	APG:p.214
<p>[V, S, M] TARGET: one dead creature; EFFECT: You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess. Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death. You must choose the scale of the map when creating it, opting between nearby [e.g., one or two dungeon levels], local [e.g., a valley or community], or broad [e.g., a country or larger]. The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault. [SR:No]</p>						

* =Domain/Specialty Spell

Druid Spells

Cup of Dust	Transmutation [Curse]	1 standard action	5 days [D]	Close (35 ft.)	APG:p.214
[V, S, M] TARGET: one creature; EFFECT: You curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate [see page 444 of the Core Rulebook for starvation and thirst]. The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed [such as poisons or potions]. Cup of dust can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of dehydration must be healed by normal means. [SR:Yes; DC:17, Fortitude negates]					
Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
Daylight	Evocation [Light]	1 standard action	50 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step [darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light]. Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
Delay Poison (Communal)	Conjuration (Healing)	1 standard action	5 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Diminish Plants	Transmutation	1 standard action	Instantaneous	See text	CR:p.270
[V, S, DF] TARGET: Or Area see text; EFFECT: This spell has two versions. Prune Growth: This version of the spell causes normal vegetation within long range [400 feet + 40 feet per level] to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. This version of diminish plants automatically dispels any spells or effects that enhance plants, such as entangle, plant growth, and wall of thorns. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quartercircle. You may also designate portions of the area that are not affected. Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal. This spell has no effect on plant creatures. [SR:No]					
Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 rounds	Close (35 ft.)	CR:p.273
[V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands [including an order to attack a creature two or more size categories larger than the dominated animal] are simply ignored. Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. [SR:Yes; DC:17, Will negates]					
Feather Step, Mass	Transmutation	1 standard action	50 minutes	Close (35 ft.)	APG:p.221
[V, S] TARGET: 5 creatures, no two of which can be more than 30 ft. apart; EFFECT: Necrotic energy permeates the target, blocking healing abilities. The subject gains spell resistance equal to 12 + your caster level against effects that restore hit points or grant temporary hit points. In addition, any healing provided by effects that ignore spell resistance [such as fast healing, regeneration, and some spells] are halved. If the target succeeds on a Fortitude saving throw, fever lasts only a single round. [SR:Yes; DC:17, Fortitude negates (harmless)]					
Fungal Infestation	Necromancy [Disease]	1 standard action	1d3 days	Touch	UM:p.221
[V, S] TARGET: Creature touched; EFFECT: You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage. [SR:Yes; DC:17, Fortitude negates]					
Hide Campsite	Illusion (Glamer)	10 minutes	10 hours [D]	Close (35 ft.)	APG:p.227
[V, S, M] TARGET: one 20-ft. cube; EFFECT: You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area—they cannot smell campfires or cooking food, they cannot hear conversation, loud noises, or spells being cast, and they cannot even feel heat or a rush of wind coming from the area. Those inside the area can see out normally. Once a creature steps into the area of the spell, it can see everything in and around the area normally. [SR:No; DC:17, Will disbelief (if interacted with)]					
Hydraulic Torrent	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	60 ft.	APG:p.229
[V, S] TARGET: 60-ft. line; EFFECT: You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and moveable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break—page 175 of the Pathfinder RPG Core Rulebook lists several sample Break DCs for various objects. Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected. [SR:Yes]					
Ice Spears	Conjuration [Cold]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.72
[V, S, M] TARGET: 1 ice spears; EFFECT: [SR:No; DC:17, Reflex half and see text]					
Lily Pad Stride	Transmutation	1 standard action	50 minutes [D]; see text	Long (600 ft.)	APG:p.232
[V, S, M] TARGET: trail of lily pads behind you; EFFECT: Your every footstep creates aquatic plants capable of supporting your weight and that of any creature of your size or smaller that is following you. These lily pads only appear when you cross water or other liquids which do not immediately destroy plants. You can walk across these liquid surfaces without any fear of stumbling [though if knocked prone, dragged under, or otherwise pulled off your feet you still sink in the liquid]. For the duration of the spell, any creature of your size or smaller can attempt to follow you by making a DC 10 Acrobatics check every round. Each such check allows it to move at half its normal land speed. If the creature takes a -5 penalty on its check it can move at its normal speed. If a creature fails an Acrobatics check, or if a creature that's larger than you attempts to follow, it falls through, damaging the plants. Each time a creature falls through, all subsequent creatures take a cumulative -5 penalty on their Acrobatics checks when traveling across that particular stretch of plants. As you move, the lily pads disappear behind you once you pass beyond the spell's range. Otherwise, they remain until the spell's duration expires. [SR:No]					
Longstrider (Greater)	Transmutation	1 standard action	5 hours [D]	Personal	ACG:p.186
[V, S, M] TARGET: you; EFFECT: This functions as longstrider, except it gives you a +20-foot enhancement bonus to your base speed and a +10-foot enhancement bonus to your other modes of movement [burrow, climb, fly, swim, and so on]. It does not affect movement modes you do not actually have—for example, if you do not have a swim speed, this spell does not grant you a swim speed.					
Mad Monkeys	Conjuration (Summoning)	1 round	5 rounds	Close (35 ft.)	UM:p.227
[V, S, DF] TARGET: Swarm of monkeys; EFFECT: You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm [Bestiary 2.212]. Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus [Intelligence for wizards; Wisdom for druids and oracles; Charisma for bards, sorcerers, and summoners] for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMD. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object. [SR:No]					
Magic Fang (Greater)	Transmutation	1 standard action	5 hours	Close (35 ft.)	CR:p.309
[V, S, DF] TARGET: One living creature; EFFECT: This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels [maximum +5]. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus [regardless of your caster level]. Greater magic fang can be made permanent with a permanency spell. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Meld into Stone	Transmutation [Earth]	1 standard action	50 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction [to the extent that you no longer fit within it] expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.					
Nature's Exile	Transmutation [Curse]	1 standard action	permanent	Touch	APG:p.233
[V, S, DF] TARGET: creature touched; EFFECT: This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If you have an animal companion, it does not become hostile, but as long as you remain cursed, your animal companion takes a -2 penalty on all attack rolls, skill checks, and saving throws. The target also takes a -10 penalty on Survival skill checks as the weather and environment themselves seem to conspire to cause trouble. Nature's exile can be removed with break enchantment, limited wish, miracle, remove curse, or wish. [SR:Yes; DC:17, Will negates]					
Nauseating Trail	Conjuration (Creation) [Poison]	1 standard action	5 rounds	Medium (150 ft.)	ACG:p.189
[V, S, M] TARGET: one willing creature; EFFECT: The target exudes stinking vapors that fill its space. The vapors do not obscure sight, but it nauseates creatures as stinking cloud. The target is immune to these vapors. These vapors persist as the creature moves, filling every square it passes through until it has filled a number of squares equal to 4 times your caster level—if you move through more squares than that, the squares over that amount at not filled with the vapors. Each creature that enters or ends its turn in the area filled with these vapors must succeed at a Fortitude save or become nauseated as long as it remains in the square and for 1d4+1 rounds after it leaves. [SR:no; DC:17, none and Fortitude negates (see text)]					
Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 50 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
Plant Growth	Transmutation [WoodSchool]	1 standard action	Instantaneous	See text	CR:p.322
[V, S, DF] TARGET: Or Area see text; EFFECT: Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation [grasses, briars, bushes, creepers, thistles, trees, vines, and so on] within long range [400 feet + 40 feet per caster level] to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of plant growth. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected. Enrichment: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures. [SR:No]					

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐	Poison	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. [SR:Yes; DC:17, Fortitude negates; see text]						
☐☐☐☐	Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	50 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Protection from energy overlaps [and does not stack with] resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]						
☐☐☐☐	Pup Shape	Transmutation (Polymorph)	1 standard action	5 rounds	Close (35 ft.)	UC:p.240
[V, S, M] TARGET: one animal; EFFECT: You transform the subject animal into a Small magical beast [or a magical beast one size category smaller than the original creature, whichever is smaller], creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD [maximum hit points], and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom [minimum 1]. The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any nonvill creature that attempts to attack a creature in this form must succeed at a Will saving throw [using the DC of the spell] to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting emotion effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm. [SR:Yes; DC:17, Fortitude negates (and Will special, see text)]						
☐☐☐☐	Quench	Transmutation	1 standard action	Instantaneous	Medium (150 ft.)	CR:p.329
[V, S, DF] TARGET: 5 20-ft. cubes [S] or one fire-based magic item; EFFECT: Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check [1d20 +1 per caster level, maximum +15] against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Each creature with the fire subtype within the area of a quench spell takes 1d6 points of damage per caster level [maximum 10d6, no save allowed]. Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect. [SR:No or yes (object); DC:17, None or Will negates (object)]						
☐☐☐☐	Rain of Frogs	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	UM:p.233
[V, S, M/DF] TARGET: One swarm of poisonous frogs; EFFECT: This spell functions as summon swarm, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm [Bestiary 43], except it has the animal type and its poison deals Constitution damage instead of Dexterity damage. [SR:No]						
☐☐☐☐	Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check [1d20 + caster level] against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]						
☐☐☐☐	Resinous Skin	Transmutation	1 standard action	50 minutes	Personal	UC:p.242
[V, S] TARGET: You; EFFECT: You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a -2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check [DC = your saving throw DC for this spell]. This spell has no effect on unarmed strikes or natural weapons. [SR:No; DC:17, see text]						
☐☐☐☐	Resist Energy (Communal)	Abjuration	1 standard action	50 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]						
☐☐☐☐	Share Language (Communal)	Divination	1 standard action	24 hours	Touch	UC:p.243
[V, S, M] TARGET: creatures touched; EFFECT: This spell functions like share language [Advanced Player's Guide 243], except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	Shifting Sand	Transmutation, EarthSchool [Earth]	1 standard action	5 rounds [D]	Medium (150 ft.)	APG:p.243
[V, S, M] TARGET: 20-ft. spread; EFFECT: You cause an earthen or sandy surface to shift and churn within the area. The shifting sand obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level 10. Creatures entering or beginning their turn in the shifting sand must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait [like dwarves] may apply it as a bonus on their saving throws. As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the shifting sand in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the shifting sand. [SR:No; DC:17, Reflex negates; see text]						
☐☐☐☐	Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	5 rounds	Long (600 ft.)	CR:p.344
[V, S, M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls [see the Acrobatics skill for details]. The sleet extinguishes torches and small fires. [SR:No]						
☐☐☐☐	Snare	Transmutation	3 rounds	Until triggered or broken	Touch	CR:p.344
[V, S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 12ft. diameter; EFFECT: This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings [DC 23 Perception check for a character with the trapfinding ability to locate]. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell. [SR:No]						
☐☐☐☐	Speak with Plants	Divination	1 standard action	5 minutes	Personal	CR:p.346
[V, S] TARGET: You; EFFECT: You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give [or recognize] detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.						
☐☐☐☐	Spider Climb (Communal)	Transmutation	1 standard action	50 minutes	Touch	UC:p.245
[V, S, M] TARGET: creatures touched; EFFECT: This spell functions like spider climb, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	Spike Growth	Transmutation	1 standard action	5 hours [D]	Medium (150 ft.)	CR:p.347
[V, S, DF] TARGET: 5 20-ft. squares; EFFECT: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell [which also restores lost hit points]. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Magic traps are hard to detect. A rogue [only] can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth [or DC 27 for spike growth cast by a ranger]. Spike growth can't be disabled with the Disable Device skill. [SR:Yes; DC:17, Reflex partial]						
☐☐☐☐	Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (35 ft.)	UM:p.240
[V] TARGET: One stream of venom; EFFECT: You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC. [SR:No; DC:17, Fortitude partial]						
☐☐☐☐	Stench of Prey	Transmutation	1 standard action	5 minutes	Medium (150 ft.)	ACG:p.194
[V, S, DF] TARGET: one creature [see text]; EFFECT: The target exudes a strong odor that most predators recognize as the scent of helpless prey. The closest 1d4+1 predatory creatures within 30 feet must succeed at a Will save or start attacking the target [animals with the scent ability are affected if within 60 feet]. If the predator is an animal, it can be called away from the target by a handler using the "down" trick [Core Rulebook 97] or any effect that suspends or dispels emotion or rage effects. This spell has no effect on constructs, undead, or creatures with the unnatural aura ability or effects that repel animals. [SR:Yes; DC:17, Fortitude negates (see text)]						
☐☐☐☐	Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 15 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. [SR:No]						
☐☐☐☐	Summon Nature's Ally III	Conjuration (Summoning [see text])	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. [SR:No]						
☐☐☐☐	Thorny Entanglement	Transmutation	1 standard action	5 minutes [D]	Long (600 ft.)	ACG:p.196
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell functions as entangle, except the plants also grow thorns and can fling them up to 15 feet. Any creature that moves within 15 feet of the spell's area is attacked once on its turn by the animated plants. The plants use your caster level as their base attack bonus and add your spellcasting ability score modifier [Intelligence for witches; Wisdom for druids, rangers, and shamans] to the attack roll. A volley of thorns counts as a thrown weapon and deals 2d6 points of piercing damage on a successful hit. A creature that enters the spell's area or ends its turn there automatically takes 2d6 points of piercing damage. [SR:no; DC:17, Reflex partial (see text)]						
☐☐☐☐	Thunderstorm (Greater)	Evocation [Earth]	1 standard action	instantaneous	60 Ft.	ACG:p.196
[V, S] TARGET: 60-ft. line; EFFECT: This spell functions as thunderstorm, except as noted. It allows you target multiple creatures with this spell, including creatures more than one size category larger than you. When you attempt the combat maneuver check, apply its result to each creature within the area, regardless of size. [SR:Yes; DC:17, none]						
☐☐☐☐	Vermin Shape I	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	UM:p.246
[V, S, M] TARGET: You; EFFECT: When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet [average maneuverability], swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects. Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.						
☐☐☐☐	Water Breathing	Transmutation, WaterSchool	1 standard action	10 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. [SR:Yes (harmless); DC:17, Will negates (harmless)]						

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐ **Waters of Lamashtu** **Conjuration (Creation)** 1 standard action Instantaneous Close (35 ft.) ISWG:p.297

[V, S, M] **TARGET:** Up to 2 drafts of the waters of Lamashtu; **EFFECT:** Generate one dose of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage. [SR:No; DC:17, Fortitude partial]

☐☐☐☐ **Wind Wall** **Evocation, AirSchool [Air, WoodSchool]** 1 standard action 5 rounds Medium (150 ft.) CR:p.370

[V, S, M/DF] **TARGET:** Wall up to 50 ft. long and 25 ft. high [S]; **EFFECT:** An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. [A Reflex save allows a creature to maintain its grasp on an object.] Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. [A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.] Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall [although it is no barrier to incorporeal creatures]. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. [SR:Yes; DC:17, None; see text]

* =Domain/Speciality Spell

Dov

Half-Orc

RACE

21

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 5"

HEIGHT

283 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Gozreh

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: