as he is lifted slightly off the ground. He slips five feet across the ground, into position to flank his opponent.

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can’t slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

SLIDE, GREATER
Transmutation
Level: Sorcerer/wizard 2
Range: Medium (100 ft. + 10 ft./level)

This spell functions like slide, except as described above, and you can slide the subject creature 20 feet in a straight line. This movement likewise does not provoke attacks of opportunity.

SLIME WAVE
Conjuration (Summoning)
Level: Cleric 7, druid 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-ft.-radius spread
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You finish the spell, and a horrendous wave of green slime explodes outward from the spot where you point.

You create a wave of green slime (DMG 76) that begins at the point of origin you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling the wave touches. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature in the area is covered with one patch of green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

SLOW BURN
Transmutation [Fire]
Level: Druid 1, sorcerer/wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius spread
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

The desire to live into old age grips you as you near completion of this spell. The feeling passes as you designate the area of the spell, where the flames there flicker for a moment as if a gust of wind had hit them.