Desir	re'			Donnan	narie Fuller						Neutral Go	nd		1000	
NAME				PLAYERNAM			DEITY				ALIGNMENT	Ju	- 7	11/10	
Drd15		105000		Illan	Medium		5' 4"			140 lbs.					
CLASS		EXPERIENCE		RACE	SIZE		HEIGH	Т		WEIGHT	VISION			y 🖨	1
15 Characte	or Lovel	120000 NEXT LEVEL		24 AGE	Female GENDER		EYES			, HAIR	-1 POINTS		- 10		
Characte	er Levei	NEXT LEVEL	•	AGE	GENDER		EYES			HAIK	POINTS			N	230
ABILITY NAM	ME BASE BAS	E ABILITY ABILITY D SCORE MOD	Y TEMP SCORE	TEMP MOD		WOUNDS	CURRENT HP		s	UBDUAL DAMAGE	DAMAGE REDUCTION			SPEED	
STR		- 1 F - 1 F		+0 H									V	alk 40 ft.	
DEX Dexterity	14 +2	2 14 +2	14	+2 A	C 25 2		24 = 10	E /	0 + 0	D STAT SIZE NAT	1 + 12 misc r	MISS	O ARCANI	+0	0 SPELL
CON	n	_	الظاة		TIATIVE +6	= +2	+ +4		BONUS BONI		SKILLS	IANCE	SPELL FAILUR	MAX RANKS	18/9
INT Intelligence	18 +4	4 18 +4	18	+4	modifier TOTA		MISC			SKILL NAME		SKILL MODIFIER	ABILIT MODIFI	Y ER RANKS M	MISC MODIFIER
WIS	21 +	5 27 +8	27	+8 BAS	E ATTACK -	+11/+6	1	1	Appraise		INT DEX	4	= 4	+ +	
CHA		_			bonus	,	<i>3</i> 7 · ·	1	Balance Bluff		CHA	2	= 2	+ +	
Charisma	12 +	1 12 +1	12	+1				1	Climb		STR	1	= 0	+ 1.0 +	
SAVIN	NG THROWS	TOTAL BA	SE ABILITY	MAGIC N	MISC EPIC TEMP	conditional	modifiers	1	Concent	ration	CON	1	= 1	+ +	
FOR	TITUDE	+11=+		+ +1 + -	+0++0+			1	Craft (Ur	ntrained)	INT	4	= 4	+ +	
(constitution)		= =	 -				/	Diploma		CHA	9	= 1	+ 2.0 +	
	EFLEX (dexterity)	+8 = +	5 + +2	_+[+1 +[-	+0 + +0 +			/ X	•	cy (Wild Empathy	,	27	= 1	+ 2.0 +	
	NILL	+18 = +	9 + +8	+ +1 + -	+0++0+			1	Disguise Escape		CHA DEX	1 2	= 1	+ +	
	(wisdom)	J						1	Forgery	411151	INT	4	= 4	+ +	
МЕ	LEE	TOTAL		SE ATTACK BONU			EPIC TEMP	1	_ ,	nformation	CHA	1	= 1	+ +	
attacl	k bonus	+11/+6/+1	=	+11/+6/+1	+ +0 + +0 +	+0 +	+0 +		Handle A	Animal	CHA	9	= 1	+ 8.0 +	
	IGED k bonus	+13/+8/+3]=[-	+11/+6/+1	+ +2 + +0 +	+0 +	+0 +	1	Heal		WIS	14		+ 6.0 +	
GRA	PPLE	+11/+6/+1	= -	+11/+6/+1	+ +0 + +0 +	+0 +	+0 +	✓ ✓	Hide Intimidat	е	DEX CHA	9	= 2 = 1	+ 7.0 +	
UN	NARMED		TTACK BO 1/+6/+1		MAGE CRITICAL 1d8 20/x2	. F	EACH 5 ft.			ge (Arcana)	STR	9		+ + + + + + + + + + + + + + + + + + + +	
	*Desire	s Quarter	staff	HAI		RITICAL	REACH			ge (Nature) ge (Religion)	INT INT	23 9	= 4 = 4	+ 13.0 + + 5.0 +	_
		ATTACK BONUS		Two-We	- 1 - 1	20/x2/2	5 ft.	1	Listen	ge (religion)	WIS	8	= 8	+ + +	
		/+0/-5;+5			DAMAGE 1d6+2/			1	Move Sil	ently	DEX	9		+ 7.0 +	
Special	Properties H	ead1: can store a	a single targ	eted spell of	up to 3rd level with a ca	sting time	of 1 action			(Oratory)	CHA	4	= 1	+ 3.0 +	
*De	sire's Qu	ıarterstafi	(Head 1 c	nly) HAI	ND TYPE SIZE C	RITICAL	REACH			on (Herbalist)	WIS		_	+ 4.0 +	
				Two-We		20/x2	5 ft.	X		(Adaptation)	WIS			+ 2.0 +	
1H-P		Hit I/A	Dam 1d6+2	2W-P-(OH)	To Hit N/A		Dam 1d6+2	X	Psychic Psychic	(Apport) (Blink Teleport)	INT	12 6	= 4	+ 8.0 + + 6.0 +	
1H-O		I/A	1d6+2	2W-P-(OL)	+9/+4/-1		1d6+2	✓ X		(Body Control)	WIS			+ 4.0 +	
2H		+8/+3	1d6+2	2W-OH	+5		1d6+2	X		(Dimensional Pha		6	= 0	+ 6.0 +	
	Properties				o 3rd level with a casting			×	•	Empathic Project	,	6		+ 5.0 +	
*De	sire's Qu	uarterstaf	(Head 2 c	only) HAI	ND TYPE SIZE C	RITICAL 20/x2	REACH 5 ft.	✓ X		(Empathy)	WIS	9		+ 1.0 +	
		Hit	Dam	1 400-006	To Hit	20172	Dam	X	•	(Enhance Senses	,			+ 2.0 +	
1H-P	N	I/A	1d6	2W-P-(OH)	N/A		1d6	✓ X	Psychic Psychic	(Illusion) (Mental Contact)	CHA CHA	6 10	= 1 - 1	+ 5.0 + + 7.0 +	
1H-O 2H		I/A	1d6	2W-P-(OL) 2W-OH	+7/+2/-3		1d6	X		(Mind Reading)	СНА	8	= 1	+ 7.0 +	
	+11/ Properties	+6/+1	1d6	2 VV- UП	+3		1d6	X		(Psychic Healing)				+ 6.0 +	
*: weapon	is equipped	ny hand 14 0: 0	handed in -4	fhand 2U: T	handed 2W-P (OU): 2	one prim-	ny hand (eff		,	(Psychic Sense)	WIS	8	= 8	+ +	
hand weap	oon is heavy). 2W	-P-(OL): 2 weapons,	primary hand	l (off hand weap	handed. 2W-P-(OH) : 2 wear on is light). 2W-OH : 2 weapo	ons, off han	d.	✓ X	•	(Psychic Shield)	WIS		= 8		2
		ARMOR		TY	PE AC MAXDEX C	HECK SPI	ELL FAILURE	X		(Pyrokinesis)	INT	6	= 4	+ 2.0 +	
		of Natural Arr	nor +1			+0	0	×	•	(Telekinesis)	INT	9		+ 5.0 +	
		Belt, Monk's	12			+0	0	X		(Telekinetic Shiel (Teleport)	d) INT INT	8 13	= 4 - 4	+ 4.0 + + 9.0 +	
	King	of Protection	+3		+3	+0	0	1	Ride	(i sioport)	DEX	4	= 4		_
		D	RUID V	VILDSH	APE			1	Search		INT	4	= 4		
Uses	per day 🗀							1	Sense M	otive	WIS	8	= 8	+ +	
	= 15 Hours								Spellcraf	t	INT			+ 8.0 +	
								V	Snot		WIS	20	_ 8	+ 12 0 +	

Spot

Swim

Survival

Use Rope

20 = 8 + 12.0 + 24 = 8 + 12.0 + 4

0 = 0 + + + 3 = 2 + 1.0 +

WIS WIS

STR

DEX

√: can be used untrained.
X: exclusive skills

	Sli	ng		HAND	TYPE	SIZE	CR	ITICAL	REACH
	0	···9		Carried	B M 2			20/x2	5 ft.
	30 ft.	50 ft.		100 ft.		150 ft.		20	00 ft.
TH	+13/+8/+3	+13/+8/+3	+	11/+6/+1	+6/+1 +9/+4/-1			+7/	+2/-3
Dam	1d4	1d4		1d4		1d4		1	d4
Spe	cial Properties								

EQUIPME	ENT			
ITEM Amulet of Natural Armor +1	LOCATION Equipped	QTY 1	WT 0.0	COST 2000.0
Backpack 0 lbs.		1	2.0	2.0
Bedroll	Handy Haversack	1	5.0	0.1
Belt, Monk's	Equipped	1	1.0	13000.0
Blanket (Winter)	Handy Haversack	1	3.0	0.5
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Desire's Headband of Insight	Equipped	1	0.0	0.0
Desire's Quarterstaff Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action	Equipped	1	4.0	300.0
Handy Haversack 19.5 lbs., 1 Bedroll, 1 Rope (Silk/50 Ft.), 1 Spell Component Pouch, 1 Blanket (Winter), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Mirror (Small/Steel), 1 Oil (1 Pt. Flask), 4 Parchment (Sheet)	Carried	1	5.0	2000.0
Healer's Kit	Handy Haversack	1	1.0	50.0
Ink (1 Oz. Vial)	Handy Haversack	1	0.0	8.0
Inkpen	Handy Haversack	1	0.0	0.1
Lantern (Hooded)	Handy Haversack	1	2.0	7.0
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0
Oil (1 Pt. Flask)	Handy Haversack	1	1.0	0.1
Parchment (Sheet)	Handy Haversack	4	0.0 (0.0)	0.2 (0.8)
Pearl of Power (3rd Level)	Equipped	1	0.0	9000.0
Pouch (Belt) 4 lbs., 4 Rations (Trail/Per Day)		1	0.5	1.0
Rations (Trail/Per Day)	Pouch (Belt)	4	1.0 (4.0)	0.5 (2.0)
Ring of Protection +3	Equipped	1	0.0	18000.0
Rope (Silk/50 Ft.)	Handy Haversack	1	5.0	10.0
Sack O lbs.		1	0.5	0.1
Sling 0 lbs.	Carried	1	0.0	0.0
Spell Component Pouch	Handy Haversack	1	2.0	5.0
Tome of Understanding +2	Equipped	1	5.0	55000.0
TOTAL WEIGHT CARRIED/V	ALUE		16 lbs	.100396.7 gp

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

MONEY

12: 9 Skill Points -

- +1 Apport
- +1 Teleport
- +1 Mental Contact
- +6 Mind Reading
- 1 Feat = Telepathy (Psychic Talent)

Total = 0.0 gp

SPECIAL ABILITIES

+1 skill point per level for psychic abilities Divine spell DCs are base: 19 + spell level

SPECIAL QUALITIES

Animal Companion (Ex)

A Thousand Faces (Su)

Ability to change appearance at will, as if using alter self.

Nature's Gift (Su)

1/day gain and grant a +15 divine bonus that can last up to 3 rounds or until discharged

Nature Sense (Ex)

+2 bonus on Knowledge (Nature) and Survival checks.

Percipience (Su)

You can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time - although only rarely do they pay attention to the actions of mortals.

Resist Nature's Lure (Ex)

+4 bonus on saving throws against the spell-like abilities of fey.

Speak With Spirits (Su)

You can speak with the spirit of a tree, a brook, the air, or any other part of nature that you touch. Once per day you can ask a question that requires an answer of up to one word per level or a series of yes/no questions. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. To convince the spirit to give an answer, you must make a Diplomacy check.

Spontaneous casting - Summon Nature's Ally

Timeless Body (Ex)

No longer take ability score penalties for aging and cannot be magically aged.

Trackless Step (Ex)

Leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex)

Immune to all poisons.

Wild Empathy (Ex)

+18 to Diplomacy check against animals (+14 on Magical Beasts) - takes 1 minute

Wild Shape (Su)

5/day for 15 hours (Large, Tiny, Plant, Huge)

Woodland Stride (Ex)

Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

	FEATS
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative Natural Spell	You get a +4 bonus on initiative checks. You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Psychic Channeling	You can channel spell energy to fuel your psychic abilities.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychokinesis	You have the potential to learn psychokinesis skills.
Psychometabolism	You have the potential to learn psychometabolism skills.
Psychoportation	You have the potential to learn psychoportation skills.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Shield Proficiency	You can use a shield and take only the standard penalties.
Telepathy	You have the potential to learn telepathy skills.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES

Common, Druidic, Elven, Sylvan, Terran, Treant

TEMPLATES

Truename

1-Desire (Greenbond)

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

LEVEL 0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Create Water		None	action	d Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gall	ons/level of	water	Caster Level: 15	
Cure Minor Wounds	19	Will half (harmless); see text	1 standard	d Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect:		Sec text	action		Target: Creature to	uched	toxt	Caster Level: 15	
Cures 1 point of damage. Dawn	19	Fortitude negates	1 swift	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
Effect:		[harmless]	action		Target: All creature	s within a 16	-ft -radius burst	Caster Level: 15	-
Awakens sleeping creatures and those knocked out from n	nonleth				centered on you				
Detect Magic		None	1 standard action	d Concentration, up to 1 minutes/level [D	0] 60 ft.	V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape	ed emanatio	n	Caster Level: 15	
Detects spens and magic nems within 60 n.		None		d Instantaneous	Close (60 ft.)	V,S	No	Divination	PHB: pg.219
Effect:			action		Target: One creatu	re. one obie	ct. or a 5-ft. cube	Caster Level: 15	
Detects poison in one creature or small object.	40	Fastituda assessa	4 -4						DI ID 222
⊒□□□□ Flare	19	Fortitude negates	action	d Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	РНВ: pg.232
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of ligh	nt		Caster Level: 15	
	19	Will negates	1 standard	d 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 15	
+1 on one attack roll, saving throw, or skill check.		None	1 standard	d Instantaneous	Personal	V,S	No	Divination	PHB: pg.246
		110110	action	a motamanoodo		1,0			
Effect: You discern north.					Target: You			Caster Level: 15	
Light		None	1 standard	d 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect:			_0.011		Target: Object touc	hed		Caster Level: 15	
Object shines like a torch.	19	Will negates	1 standard	d Instantaneous	10 ft.	V,S	Yes (harmless, object) Transmutation	PHB: pg.253
Effect:		(harmless, object)	action		Target: One object			,	
Makes minor repairs on an object.								Caster Level: 15	
□□□□□ Naturewatch		None	1 standard action	d 10 minutes/level	30 ft.	S	No	Necromancy	SC: Pg.146
Effect: Same as deathwatch but only functions on plants and anim	nale: e	ee text			Target: Cone-shape	ed emanatio	n	Caster Level: 15	
	19	Will negates (object)		d Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect:			action		Target: 1 cu. ft./leve	el. of contan	ninated food and water	Caster Level: 15	
Purifies 1 cu. ft./level of food or water.		None	4	L 40 miles to the city					DUD OOO
⊒□□□□ Read Magic		None	1 standard action	d 10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 15	
Resistance	19	Will negates	1 standard	d 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 15	
Subject gains +1 on saving throws.	19	Fortitude negates	1 standard	1 1 min	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
	15	(harmless)	action	2 1 111111.			res (namicss)		111b. pg.250
Effect: Subject gains 1 temporary hp.					Target: Creature to	uched		Caster Level: 15	
				LEVEL 1					
Nome	DC	Soving Throw	Time		Danga	Comn	Cnall Desistance	Sahaal	Sauraa
	DC 20	Saving Throw Fortitude half	Time 1 standard	Duration d Instantaneous	Range 60 ft	Comp. V,S	Spell Resistance Yes	School Evocation [Force,	Source Custom: Custom
□□□□□A Lance of Disruption				Duration	60 ft	V,S	Yes	Evocation [Force, Sonic]	
Dipipion Effect: Beam of force causes 5d4+30 to all in the area of effect		Fortitude half	1 standard action	Duration d Instantaneous	60 ft Target: From caste	V,S r 5ft wide be	Yes am out to 60ft length	Evocation [Force, Sonic] Caster Level: 15	Custom: Custom
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect			1 standard	Duration	60 ft Target: From caste Close (60 ft.)	V,S r 5ft wide be V,S,M	Yes	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire]	
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect:		Fortitude half	1 standard action	Duration d Instantaneous	60 ft Target: From caste	V,S r 5ft wide be V,S,M	Yes am out to 60ft length	Evocation [Force, Sonic] Caster Level: 15 Transmutation	Custom: Custom
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental.		Fortitude half	1 standard action	Duration d Instantaneous	60 ft Target: From caste Close (60 ft.)	V,S r 5ft wide be V,S,M	Yes am out to 60ft length	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation	Custom: Custom
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water		Fortitude half None	1 standard action 1 round	Duration d Instantaneous Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small	V,S r 5ft wide be V,S,M fire V,S,M	Yes am out to 60ft length No	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15	Custom: Custom SC: Pg.12
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental.		Fortitude half None None	1 standard action 1 round 1 round	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small t Close (60 ft.) Target: Cube of wa	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft	Yes am out to 60ft length No No on a side	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental.		Fortitude half None	1 standard action 1 round	Duration d Instantaneous Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small Close (60 ft.) Target: Cube of wa Touch	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft V,S,M	Yes am out to 60ft length No No on a side No	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation	Custom: Custom SC: Pg.12
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Effect: Animates a wooden object to attack who you designate.	20	Fortitude half None None None	1 standard action 1 round 1 round 1 round	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small the Close (60 ft.) Target: Cube of wath Touch Target: One Small the Close (60 ft.)	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft V,S,M or smaller w	Yes am out to 60ft length No No on a side No ooden object	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13
### A Lance of Disruption ###################################		Fortitude half None None	1 standard action 1 round 1 round 1 round	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small : Close (60 ft.) Target: Cube of wa Touch Target: One Small : Personal	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft V,S,M	Yes am out to 60ft length No No on a side No ooden object	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Custom: Custom SC: Pg.12 SC: Pg.13
### A Lance of Disruption ###################################	20	Fortitude half None None None	1 round 1 round 1 round 1 standard	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small the Close (60 ft.) Target: Cube of wath Touch Target: One Small the Close (60 ft.)	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft V,S,M or smaller w	Yes am out to 60ft length No No on a side No ooden object	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Oreate a small fire elemental. Oreate a small water elemental. Animate Wood Effect: Create a small water elemental. Animate Wood Animate Wood Effect: Animates a wooden object to attack who you designate. Oreate a small water elemental.	20 20 alities o	Fortitude half None None None	1 standard action 1 round 1 round 1 round 1 standard action 1 standard	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	60 ft Target: From caste Close (60 ft.) Target: One Small : Close (60 ft.) Target: Cube of wa Touch Target: One Small : Personal	V,S r 5ft wide be V,S,M fire V,S,M ter up to 5 ft V,S,M or smaller w	Yes am out to 60ft length No No on a side No ooden object	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13
A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Effect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden specified: You assume the physical appearance and many of the qua	20 20 20 20	None None None None None N/A of a wolf. N/A	1 standard action 1 round 1 round 1 round 1 standard action	Duration Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level	60 ft Target: From caste Close (60 ft.) Target: One Small : Close (60 ft.) Target: Cube of wa Touch Target: One Small : Personal Target: You	V,S r 5ft wide be V,S,M fiire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16
Ciffect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Create a small fire elemental. Animate Water Create a small water elemental. Animate Wood Create a small water elemental. Animate Wood Create a small water object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden start of the Wolf Ciffect: You assume the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the company of the quality of the company of the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the company of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of t	20 20 20 guishe	Fortitude half None None None None N/A of a wolf. N/A s flames; see text.	1 round 1 round 1 round 1 round 1 standard action 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level	60 ft Target: From caste Close (60 ft.) Target: One Small Close (60 ft.) Target: Cube of wa Touch Target: One Small Personal Target: You Personal Target: You	V,S,M fire V,S,M ter up to 5 ft V,S,M V,S,M V,S,M V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18
### A Lance of Disruption ###################################	20 20 20 20	None None None None None N/A of a wolf. N/A	1 round 1 round 1 round 1 round 1 standard action 1 standard action	Duration Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level	60 ft Target: From caste Close (60 ft.) Target: One Small it Close (60 ft.) Target: Cube of wa Touch Target: One Small it Personal Target: You Personal Target: You Touch	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16
General A Lance of Disruption General A Lance of Disruption General Animate Fire General Animate Fire General Animate Water General Animate Water General Animate Wood General Animate Wood General Animate Wood General Animate Wood General Animate Animate Wolf General Animate Animate Wolf General Animate An	20 20 allities o 20 guishe 20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 standard action 1 standard action 1 standard action	Duration Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] 1 10 minutes/level 1 minute/level	60 ft Target: From caste Close (60 ft.) Target: One Small Close (60 ft.) Target: Cube of wa Touch Target: One Small Personal Target: You Personal Target: You	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18
Geffect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Create a small water elemental. Animate Wood Create a small water elemental. Animates Animate Wood Create a small water elemental. Animates Animate Wood Create a small water elemental. Animates Animates Animate Wood Create a small water elemental. Create a small fire element	20 20 allities o 20 guishe 20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 round 1 standard action 1 standard action 1 standard action strikes, a to 1 Standard	Duration Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] 1 10 minutes/level 1 minute/level	60 ft Target: From caste Close (60 ft.) Target: One Small it Close (60 ft.) Target: Cube of wa Touch Target: One Small it Personal Target: You Personal Target: You Touch	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18
Effect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Effect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Beffect: You assume the physical appearance and many of the qualification. Beffect: Protects against first 10 points of fire damage, it also exting the physical appearance and many of the qualification. Effect: Beam of force causes 5d4+30 to all in the area of effect.	20 20 allities of 20 guishe 20 atture h 20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A	1 standard action 1 round 1 round 1 standard action 1 standard action 1 standard action strikes, a to	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level d 1 minute/level ouch attack or natural weapon.	60 ft Target: From caste Close (60 ft.) Target: One Small it Close (60 ft.) Target: Cube of wa Touch Target: One Small it Personal Target: You Personal Target: You Touch Target: Creature to	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF uched	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22
Effect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Animate Wood Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Beffect: You assume the physical appearance and many of the qua Animate Wood Beffect: Animates a wooden object to attack who you designate. Beffect: Animates a wooden object to attack who you designate. Beffect: Animates a wooden object to attack who you designate. Beffect: Animates a wooden object to attack who you designate. Beffect: Create a small water elemental.	20 20 allities of 20 guishe 20 atture h 20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] ititing you with unarmed N/A 0. See text.	1 standard action 1 round 1 round 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level d 1 minute/level ouch attack or natural weapon. d 1 hour/level	60 ft Target: From caste Close (60 ft.) Target: One Small . Close (60 ft.) Target: Cube of wa Touch Target: One Small . Personal Target: You Touch Target: You Touch Target: You Touch Target: Creature to Personal Target: You	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ff V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Effect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Effect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you de	20 20 allities of 20 guishe 20 atture h 20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates (harmless) ititing you with unarmed N/A 0. See text.	1 standard action 1 round 1 round 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level d 1 minute/level ouch attack or natural weapon.	60 ft Target: From caste Close (60 ft.) Target: One Small . Close (60 ft.) Target: Cube of wa Touch Target: One Small . Personal Target: You Personal Target: You Touch Target: Creature to Personal Target: You Touch	V,S r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22
### A Lance of Disruption ###################################	20 20 allities of 20 guishe 20 atture h 20 20 219-20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 standard action 1 standard action 1 standard action 2 strikes, a to 1 Standard Action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level d 1 minute/level ouch attack or natural weapon. d 1 hour/level	60 ft Target: From caste Close (60 ft.) Target: One Small . Close (60 ft.) Target: Cube of wa Touch Target: One Small . Personal Target: You Touch Target: You Touch Target: You Touch Target: Creature to Personal Target: You	V,S r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Effect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Effect: Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animates Wood Effect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Beffect: You assume the physical appearance and many of the qually and the protects against first 10 points of fire damage, it also exting Babau Slime Effect: Protects against first 10 points of fire damage, it also exting Babau Slime Effect: Change your hands into claws. Damage 1d4; Threat range Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat range	20 20 allities of 20 guishe 20 atture h 20 20 219-20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 round 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level d 1 minute/level ouch attack or natural weapon. d 1 hour/level	60 ft Target: From caste Close (60 ft.) Target: One Small . Close (60 ft.) Target: Cube of wa Touch Target: One Small . Personal Target: You Personal Target: You Touch Target: Creature to Personal Target: You Touch	V,S r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless] Ves [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Evocation [Electricity] Caster Level: 15 Conjuration	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Effect: A Lance of Disruption Effect: Beam of force causes 5d4+30 to all in the area of effect Animate Fire Effect: Create a small fire elemental. Animate Water Effect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to fire Wolf Effect: You assume the physical appearance and many of the qua Aura Against Flame Effect: Protects against first 10 points of fire damage, it also exting Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any crea Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat range Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 enf	20 20 allities of 20 guishe 20 atture h 20 20 219-20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] ititing you with unarmed N/A D. See text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 round/level d 1 minute/level ouch attack or natural weapon. d 1 hour/level	60 ft Target: From caste Close (60 ft.) Target: One Small . Close (60 ft.) Target: Cube of wa Touch Target: One Small . Personal Target: You Personal Target: You Touch Target: Creature to Touch Target: Creature to	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF uched V,S,M,XP	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless] Ves [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Effect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Create a small fire elemental. Animate Water Effect: Create a small water elemental. Animate Wood Effect: Animates a wooden object to attack who you designate. A	20 20 allities of 20 guishe 20 20 atture h 20 20 hancer	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] titting you with unarmed N/A D. See text. Fortitude negates [harmless] ment to Str. None	1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 minute/level	60 ft Target: From caste Close (60 ft.) Target: One Small in Close (60 ft.) Target: Cube of wat Touch Target: One Small in Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Creature to Touch Target: Creature to Touch Target: Tiny Construction	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ff V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF uched V,S,M,XP uched V,S,M,XP	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless] N/A Yes [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Evocation [Electricity] Caster Level: 15 Conjuration (Creation) Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.16 SC: Pg.22 SC: Pg.25 SC: Pg.25 SC: Pg.26
Giffect: Beam of force causes 5d4+30 to all in the area of effect Beam of force causes 5d4+30 to all in the area of effect Greate a small fire elemental. Giffect: Create a small fire elemental. Giffect: Create a small water elemental. Giffect: Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Animates a wooden object to attack who you designate. Giffect: You assume the physical appearance and many of the quadratic and	20 20 allities of 20 guishe 20 atture h 20 20 219-20	Fortitude half None None None N/A of a wolf. N/A s flames; see text. Fortitude negates [harmless] ititing you with unarmed N/A D. See text. Fortitude negates [harmless]	1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Duration d Instantaneous Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] d 10 minutes/level d 1 round/level d 1 minute/level ouch attack or natural weapon. d 1 hour/level	60 ft Target: From caste Close (60 ft.) Target: One Small it Close (60 ft.) Target: Cube of wa Touch Target: One Small it Personal Target: You Personal Target: You Touch Target: Creature to Personal Target: Creature to Touch Target: Creature to	V,S,M r 5ft wide be V,S,M fifire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF uched V,S,M,XP	Yes am out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless] Ves [harmless]	Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Coster Level: 15 Evocation [Electricity] Caster Level: 15	Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25

				Druid Spells					
□□□□□ Breath of the Jungle		None	1 standard 1 action	minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
Effect:			dollori		Target: Mist spreads	s in a 40-ft.	radius, 20 ft. high	Caster Level: 15	
DC of saves vs. poison or disease increases by 2		None		minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: Pg.40
, 0			immediate action						
Effect: Travel to the surface at 60 ft/round.					Target: One willing of more than 20 ft. apa		rel, no two of which are	Caster Level: 15	
Calm Animals	20	Will negates; see text	1 standard 1 action	minute/level		V,S	Yes	Enchantment	PHB: pg.207
			action					(Compulsion) [Mind-Affecting]	
Effect: Calms 2d4 + 1/level HD of animals.					Target: Animals with	nin 30 ft. of	each other	Caster Level: 15	
□□□□□ Camouflage	20	N/A	1 standard 1 action	0 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
Effect:			dollori		Target: You			Caster Level: 15	
Gain +10 circumstance bonus on Hide checks. Charm Animal	20	Will negates	1 standard 1	hour/level	Close (60 ft.)	V,S	Yes	Enchantment	PHB: pg.208
			action					(Charm) [Mind-Affecting]	
Effect: Makes one animal your friend.					Target: One animal			Caster Level: 15	
Claws of the Bear	20	N/A	1 standard 1	round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
Effect:			action		Target: You			Caster Level: 15	
Your hands become natural weapons that deal 1d8 with a	each at	ack. Will negates	1 standard 1	minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
		[harmless]	action	Timido io voi [2]			r oo [namiooo]		00.1 g
Effect: Gain +10 enhancement bonus on climb check. Bonus inc	reases	to +20 @5th level and +			Target: Creature tou			Caster Level: 15	
Cloudburst		None	1 round 1	0 minutes/level [D]	Long (1000 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
Effect: Heavy rain reduces visibility4 Spot & Search.					Target: 100-ftradiu			Caster Level: 15	
Cold Fire	20	No [fire] or Fortitude half		minute/level [fire source] or nstantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
Effect: Flames deal cold damage; see text					Target: One fire sou creature; see text	rce [up to a	20-ft. cube] or one	Caster Level: 15	
inames deal cold damage; see text		None	1 standard 1	minute/level		V,S,M	No	Transmutation	SC: Pg.53
Effect:			action		Target: Creature tou	iched		[Cold] Caster Level: 15	
When the subject charges, it gains +4 to attack roll and no	o penal 20		st attack. 1 standard Ir	ostantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.215
Cure Light Wounds	20	see text	action	.c.a.naneous			text	(Healing)	ID. pg.210
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou			Caster Level: 15	
Deep Breath	20	N/A	1 1 immediate	round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
Effect:			action		Target: You			Caster Level: 15	
Your lungs are constantly filled with air for the duration of					-				
Delay Disease	20	Will negates [harmless]	1 standard 2 action	4 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
Effect: Halts any nonmagical disease for the duration of the spell	I.				Target: Creature tou	iched		Caster Level: 15	
Detect Animals or Plants		None		Concentration, up to 10 minutes/level [D)]Long (1000 ft.)	V,S	No	Divination	PHB: pg.218
Effect:			action						
					Target: Cone-shape	d emanatio	n	Caster Level: 15	
Detects kinds of animals or plants.		None	1 standard C	Concentration, up to 10 minutes/level [D		d emanatio	n No	Caster Level: 15 Divination	PHB: pg.220
Detects kinds of animals or plants. Detect Snares and Pits		None	1 standard C action	Concentration, up to 10 minutes/level [C	0]60 ft.	V,S	No	Divination	PHB: pg.220
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps.			action		0]60 ft. Target: Cone-shape	V,S d emanatio	No n	Divination Caster Level: 15	
Detects kinds of animals or plants. Detect Snares and Pits Effect:	20	None Will negates (harmless)			0]60 ft.	V,S	No	Divination	PHB: pg.220 PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect:	20	Will negates	action 1 standard 2		0]60 ft. Target: Cone-shape	V,S d emanatio V,S	No n	Divination Caster Level: 15	
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Detect Snares and Pits Detect Snares and Pits	20	Will negates	1 standard 2 action		70]60 ft. Target: Cone-shape Touch Target: Creature tou	V,S d emanatio V,S	No n	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment	
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect Served Finance Flements Effect: Exist comfortably in hot or cold environments.	20	Will negates (harmless)	action 1 standard 2 action	4 hours	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.)	V,S d emanatio V,S ached	No on Yes (harmless)	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Endure Elements Effect: Exist comfortably in hot or cold environments.	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard C action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal	V,S d emanatio V,S ached V,S	No in Yes (harmless) Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	PHB: pg.226 SC: Pg.81
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)	1 standard 2 action 1 standard C action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.)	V,S d emanatio V,S ached V,S	No on Yes (harmless)	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Did Detects kinds of animal	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard 2 action 1 standard 0 action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal	V,S d emanatio V,S ached V,S	No n Yes (harmless) Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	PHB: pg.226 SC: Pg.81
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensions.	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.)	V,S d emanatio V,S ached V,S	No Yes (harmless) Yes No spread	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Some and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Deffect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect:	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text	1 standard 2 action 1 standard C action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai	V,S d emanatio V,S suched V,S V,S, DF 0-ftradius V,S, DF	No Yes (harmless) Yes No spread Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strength of	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst	V,S d emanatio V,S sched V,S V,S, DF 0-ftradius V,S, DF nd objects v	No Yes (harmless) Yes No spread Yes within a 5-ftradius	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the plants entangle everyone in 40-ft, radius circle. Plants entangle everyone in 40-ft, radius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defects of the plants of the plants entangle everyone in 50 plur, concealment, Defects of the plants of	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures at burst Close (60 ft.)	V,S d emanatio V,S siched V,S V,S, DF 0-ftradius V,S, DF nd objects v V,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth]	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coultines subjects with light, canceling blur, concealment, Coultines subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, concealment, Coultines and provided the subjects with light, canceling blur, canceling blu	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Defect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defect: As long as subjects don't move they gain +2 AC and +4 to	alty to A 20	Will negates (harmless) None C to affected animal. Reflex partial; see text None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai burst Close (60 ft.) Target: One creature than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth]	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensional Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Cuttines subjects with light, canceling blur, concealment. Cuttines subjects with light, canceling blur, concealment. Could be subjected and the subjects don't move they gain +2 AC and +4 to a long as subjects d	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1 action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Defect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defect: As long as subjects don't move they gain +2 AC and +4 to	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai burst Close (60 ft.) Target: One creature than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Dinner Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, Dinner Stone Effect: As long as subjects don't move they gain +2 AC and +4 to 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye Effect:	20 and the	Will negates (harmless) None IC to affected animal. Reflex partial; see text None like. None animst bull rush. None	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touchers	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of the strength	20 and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Blike. None None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard C action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touchers	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Dinner Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, Dinner Stone Effect: As long as subjects don't move they gain +2 AC and +4 to 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye Effect:	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None blike. None anist bull rush. None N/A n Spot checks.	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures at burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M V,S, DF erries touche V V,S	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing)	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle expression of the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Dullines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines are considered in the subject of the subject with the subject of the sub	20 and the 20 and 20 an	Will negates (harmless) None C to affected animal. Reflex partial; see text None I like. None None N/A n Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 of tandard 1 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creature	V,S d emanatio V,S sched V,S V,S,DF V,S,DF O-ftradius V,S,DF v,M e/level, no t V,S V,S,DF vriies touch V V,S	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Detect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle extended to the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move they gain +2 AC and +4 to Outlines are concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur,	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Blike. None None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 of tandard 1 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no t V,S,DF erries touche V V,S,DF erries touche V V,S,DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle expression of the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Dullines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines are considered in the subject of the subject with the subject of the sub	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates [harmless] Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet apart Touch Target: 1 creature/le	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF and objects w V,M e/level, no t V V,S perries touche V V,S pervel touched	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Chaster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensions and the pensions of the cold that the pensions of the	20 and the 20 and 20 an	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None anist bull rush. None N/A n Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no t V,S,DF erries touche V V,S,DF erries touche V V,S,DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Detect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move the	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None None N/A N Spot checks. Will negates (harmless) Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet apart Touch Target: 1 creature/le	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF and objects w V,M V,S,DF erries touche V V,S g/level, no t v v v,S g/level, no t v v v v v v v v v v v v v v v v v v v	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Chaster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the plants entangle everyone in 40-ftradius circle. Defect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Defect: As long as subjects don't move they gain +2 AC and +4 to Defect: As long as subjects don't move they gain +2 AC and +4 to Defect: Ad berries each cure 1 hp [max 8 hp/24 hours]. Defect: Increases range increment by 50% and +5 competence by Defect: Doubles the natural healing rate. Defect: Animals can't perceive 1 subject/level. Horrible Taste	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None None N/A N Spot checks. Will negates (harmless) Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: You Target: One creatur more than 30 feet al Touch Target: 1 creature/le	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF and objects w V,M V,S,DF erries touche V V,S g/level, no t v v v,S g/level, no t v v v v v v v v v v v v v v v v v v v	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Transmutation	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241
Detects kinds of animals or plants. Detect: Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pendicular transports of the cold o	and the 20 Str according to 20 Str according to 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: 1 creature than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S d emanatio V,S uched V,S V,S,DF O-ftradius V,S,DF and objects v V,M exlevel, no to V,S exlevel, no to S,DF evel touched V,S,M object touched	No n Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of the plants entangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Couldines subjects with light, canceling blur, concealment, Couldines subjects don't move they gain +2 AC and +4 to Couldines subjects don't	and the 20 20 20 20 20 20 20 20 20 and the 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Blike. None None N/A n Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard I action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level instantaneous	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur more than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or 120 ft. Target: Creature or	V,S d emanatio V,S sched V,S Ched V,S Ched V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no t V,S,DF erries touche V V,S Chevel, no t coat S,DF evel touche V,S,M object touch V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Recromancy Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116 SC: Pg.127
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of the plants entangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Could be subjects with light, canceling blur, concealment, Could be subjects don't move they gain +2 AC and +4 to Could be subjects don't move they gain +2 AC and +4	and the 20 Str according to 20 Str according to 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard I action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or 120 ft. Target: 120-ft. line Touch	V,S d emanatio V,S sched V,S Ched V,S Ched V,S,DF O-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touche V V,S,BF evel touche V,S,M object touch V,S,M	No n Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Light] Caster Level: 15 Transmutation [Carth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of the plants entangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment. Defect: As long as subjects don't move they gain +2 AC and +4 to complete the plants entangle environments. Effect: Defect: As long as subjects don't move they gain +2 AC and +4 to complete the plants entangle environments. Effect: Defect: D	and the 20 20 20 20 20 20 20 20 20 and the 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates (harmless) Fortitude negates; see text Reflex half e area take 1d10/caster Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level [D] oninutes/level instantaneous odd10] negative energy. minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (60 ft.) Target: One creatur more than 30 feet all Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: 120-ft. line Touch Target: Creature tou	V,S d emanatio V,S sched V,S Lohed V,S,DF O-ftradius V,S,DF and objects w V,M V,S,DF erries touche V V,S erlevel, no t V,S erlevel, no t V,S,DF erries touche V V,S,M object touche V,S,M object touche V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116 SC: Pg.127 PHB: pg.246
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants endure Elements Effect: Exist comfortably in hot or cold environments. Effect: Effect: Outlines subjects with light, canceling blur, concealment, Could in the subject subjects with light, canceling blur, concealment, Could in the subject subje	and the 20 20 20 20 20 20 20 20 20 and the 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Reflex half e area take 1d10/caster Will negates Will negates	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level instantaneous	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or 120 ft. Target: 120-ft. line Touch	V,S d emanatio V,S sched V,S Ched V,S Ched V,S,DF O-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touche V V,S,BF evel touche V,S,M object touch V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Light] Caster Level: 15 Transmutation [Carth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116 SC: Pg.127
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensions of the cold	and the 20 20 20 20 20 20 20 20 20 and the 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates (harmless) Fortitude negates; see text Reflex half e area take 1d10/caster Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level [D] oninutes/level instantaneous odd10] negative energy. minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (60 ft.) Target: One creatur more than 30 feet all Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: 120-ft. line Touch Target: Creature tou	V,S d emanatio V,S sched V,S Lohed V,S,DF O-ftradius V,S,DF and objects w V,M V,S,DF erries touche V V,S erlevel, no t V,S erlevel, no t V,S,DF erries touche V V,S,M object touche V,S,M object touche V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116 SC: Pg.127 PHB: pg.246

				Druid Spells					
Low-light Vision	20	Will negates [harmless]	1 standard action	1 hour/level	Touch V	/,M	Yes [harmless]	Transmutation	SC: Pg.134
Effect:		[nanness]	action		Target: Creature touc	hed		Caster Level: 15	
Target gains low-light vision. Magic Fang	20	Will negates		1 minute/level	Touch V	/,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
Effect:		(harmless)	action		Target: Living creature	e touched		Caster Level: 15	
One natural weapon of subject creature gets +1 on attack	and da	amage rolls. Will negates	1 standard	30 minutes or until discharged			Yes (harmless, object)	Transmutation	PHB: pg.251
□□□□ Magic Stone	20	(harmless, object)	action	30 minutes of until discharged					111b. pg.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three pe			Caster Level: 15	
□□□□□ Obscuring Mist		None	1 standard action	1 minute/level	20 ft. V	/,S	No	Conjuration (Creation)	PHB: pg.258
Effect:						s in 20-ft. ı	radius from you, 20 ft.	Caster Level: 15	
Fog surrounds you. Omen of Peril	20	N/A	1 round	Instantaneous	high Personal V	/,F	N/A	Divination	SC: Pg.149
Effect:			Districts have	44	Target: You			Caster Level: 15	
Brief supplication gives you a vision that hints at how dang Pass without Trace	20	Will negates	1 standard	1 hour/level [D]	Touch V	/,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
Effect:		(harmless)	action		Target: 1 creature/lev	el touched	i	Caster Level: 15	
1 subject/level leaves no tracks.		None	1 standard	1 minute/level [D]	-	/.S	Yes	Evocation [Fire]	PHB: pg.265
Produce Flame		None	action	i minute/level [D]			165		FTID. pg.200
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in your	palm		Caster Level: 15	
Raging Flame		None	1 standard action	1 minute	Medium (250 ft.) V	/,S	No	Transmutation [Fire]	SC: Pg.164
Effect:			dollori		Target: 30-ftradius s	pread		Caster Level: 15	
Causes existing fire to double their heat and radiance; see	20	N/A		1 minute/level	Personal V	/,S	N/A	Transmutation	SC: Pg.166
Effect:			action		Target: You			Caster Level: 15	
Your hands harden +2 bonus to Str, inflict lethal damage,	and you	u are considered armed Fortitude negates		10 minutes/level		/,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
Rapid Burrowing	20	[harmless]	action	TO MINUTES/IEVE			res [namiless]		55. r y. 100
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touc	ned		Caster Level: 15	
□□□□□ Remove Scent	20	Will negates	1 standard action	10 minutes/level	Touch V	/,S,M	Yes	Transmutation	SC: Pg.173
Effect:				and the	Target: Creature touc	hed		Caster Level: 15	
Hides the scent of the affected creature or removes potent Resist Planar Alignment	t affects 20	Will negates	1 standard	roglodytes. 1 round/level	Touch V	/,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature touc	hed		Caster Level: 15	
Grants limited protection from a plane's alignment traits; so			4 -4	Itt	-		V		CC: D= 400
□□□□ Sandblast	20	Reflex half	action	Instantaneous			Yes	Evocation	SC: Pg.180
Effect: Creatures in area take 1d6 nonlethal damage, any creatur	re that f	fails the save is also stu	nned for 1 re	ound.	Target: 10-ftradius b	urst cente	red on your hands	Caster Level: 15	
□□□□□ Shillelagh	20	Will negates (object)	1 standard action	1 minute/level	Touch V	/,S, DF	Yes (object)	Transmutation	PHB: pg.278
Effect:				Acceptance to	Target: One touched	nonmagic	al oak club or	Caster Level: 15	
Cudgel or quarterstaff becomes +1 weapon dealing damage	.ge as if	t two size categories lar None	ger for 1 mir 1 standard		quarterstaff Medium (250 ft.) V	/,S,M/DF	No	Transmutation	SC: Pg.192
			action					[Fire]	
Effect:					Target: 30-ft -radius s	pread		Caster Level: 15	
Effect: Doubles the amount of time to put out a fire; see text.	20	Will annual	4	I11	Target: 30-ftradius s		Ves (besselses)	Caster Level: 15	CC: P= 402
Doubles the amount of time to put out a fire; see text. Snake's Swiftness	20	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	/,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect:		[harmless]		Instantaneous		/,S,M/DF	Yes [harmless]		SC: Pg.193
Doubles the amount of time to put out a fire; see text. Snake's Swiftness	; see te	[harmless] ext. Will negates	action 1 standard	Instantaneous 1 hour/level [D]	Close (60 ft.) V Target: One allied cre	/,S,M/DF	Yes [harmless] Yes [harmless]	Transmutation	SC: Pg.193 SC: Pg.194
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] ext. Will negates [harmless]	action		Close (60 ft.) V Target: One allied cre	/,S,M/DF eature /,S		Transmutation Caster Level: 15	-
Doubles the amount of time to put out a fire; see text. Gradien Snake's Swiftness Effect: Subject may make another single attack melee or ranged; Gradien Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te: 20	[harmless] ext. Will negates [harmless]	action 1 standard action		Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc	/,S,M/DF eature /,S		Transmutation Caster Level: 15 Transmutation	-
Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect: Subject may make another single attack melee or ranged; Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te: 20	[harmless] ixt. Will negates [harmless] ired to walk on snow.	action 1 standard action	1 hour/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V	/,S,M/DF eature /,S	Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination	SC: Pg.194
Doubles the amount of time to put out a fire; see text. Shake's Swiftness Effect: Subject may make another single attack melee or ranged; Showshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflection Speed increases by 10 ft. and no Balance checks or Reflection Speed with Animals	; see te: 20	[harmless] vxt. Will negates [harmless] ired to walk on snow. None	action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You	/,S,M/DF eature /,S hed /,S	Yes (harmless)	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] ixt. Will negates [harmless] ired to walk on snow.	action 1 standard action 1 standard action	1 hour/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning)	SC: Pg.194
Doubles the amount of time to put out a fire; see text. Shake's Swiftness Effect: Subject may make another single attack melee or ranged; Showshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflection Speed increases by 10 ft. and no Balance checks or Reflection Speed with Animals	; see te: 20	[harmless] vxt. Will negates [harmless] ired to walk on snow. None	action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You	/,S,M/DF eature /,S hed /,S	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] vxt. Will negates [harmless] ired to walk on snow. None	action 1 standard action 1 standard action 1 round 1 standard	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning)	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] iried to walk on snow. None None	action 1 standard action 1 standard action 1 round	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon	/,S,M/DF eature /,S hed /,S /,S, DF ed creature	Yes [harmless] No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creature	Yes [harmless] No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation	SC: Pg.194 PHB: pg.281 PHB: pg.288
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Close (60 ft.) V Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action r leaves the	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s	/,S,M/DF eature /,S hed /,S /,S,DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation Electricity] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219
Doubles the amount of time to put out a fire; see text.	checks. 20 chund [ev	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell.	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: One summone Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mage:	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 chund [ev	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Personal V	/,S,M/DF eature /,S hed /,S /,S,DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219
Doubles the amount of time to put out a fire; see text.	checks. 20 checks. 20 during ti	[harmless] xxt. Will negates [harmless] iried to walk on snow. None None None None Will negates; see text veen if it goes invisible o Will negates the duration of the spell. N/A	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: One summone Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mage:	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 checks. 20 during ti	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates Will negates	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 churing the 20 checks. 20 checks. 20 churing the 20 churing the 20 churing the 20 churing the 30 checks. 20 checks.	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless]	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228
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Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] is1 h pautomatically pe N/A y.	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: One summon Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You Touch V Target: You Touch V Target: You	/,S,M/DF eature /,S hed /,S, DF ed creatur /,S, /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No e No Yes Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A ground. Will negates [harmless] lls 1 hp automatically pe	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: Living creature Personal V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] ils 1 hp automatically pe N/A y. Fortitude partial; see	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: One summon Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You Touch V Target: You Touch V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates (harmless) is1 hp automatically pe N/A y. Fortitude partial; see text	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: Living creature Target: You Close (60 ft.) V Target: Living creature Target: Animal or mag Personal V Target: Living creature Target: Animal or mag Personal V Target: Living creature Target: Animal or mag Personal V Target: Animal or mag Personal V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
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Doubles the amount of time to put out a fire; see text.	checks. 20 checks. 20 chund [ev 20 during tl 20 to the g 20 an eability	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates (harmless) is1 hp automatically pe N/A y. Fortitude partial; see text	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: One summon Personal V Target: You Close (60 ft.) V Target: One creature ST Touch V Target: Animal or mag Personal V Target: You Touch V Target: A straight wall square/level [S] Touch S Target: A straight wall square/level [S] Touch S Target: Creature touc	/,S,M/DF eature /,S hed /,S,DF ed creatur /,S /,S,M /,S,M /,S e touched /,DF /,S I whose ar	Yes [harmless] No No Pe No Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft.	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Caster Level: 15 Transmutation	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.229 SC: Pg.230 SC: Pg.235
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Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates e and become fatigued.	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: One summon Personal V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Target: Living creatur Personal V Target: Living creatur Personal V Target: A straight wall square/level [S] Touch S Target: A straight wall square/level [S] Touch S Target: Creature touce Close (60 ft.) V Target: Creature touce	/,S,M/DF eature /,S hed /,S, DF ed creatur /,S /,S,M /,S,M /,S gical beas /,S,M /,S I whose ar S,M hed /,S	Yes [harmless] No No No Pe No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Divination Caster Level: 15 Transmutation [Cold] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230 SC: Pg.235 SC: Pg.240 SC: Pg.241
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] ils 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: One summon Personal V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Target: Living creatur Personal V Target: Living creatur Personal V Target: A straight wall square/level [S] Touch S Target: A straight wall square/level [S] Touch S Target: Creature touce Close (60 ft.) V Target: Creature touce	/,S,M/DF eature /,S hed /,S, DF ed creatur /,S /,S,M /	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230 SC: Pg.235 SC: Pg.240
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates e and become fatigued.	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: One summon Personal V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Target: Living creatur Personal V Target: Living creatur Personal V Target: A straight wall square/level [S] Touch S Target: Creature touce Close (60 ft.) V Target: One creature	/,S,M/DF eature /,S hed /,S /,S,DF ed creatur /,S /,S,M /,S,M /,S e touched /,DF /,S I whose ar S,M hed /,S	Yes [harmless] No No No Pe No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.235 SC: Pg.240 SC: Pg.241

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 2

			LEVEL 2					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Align Fang	21	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
Effect: Aligns a creature's natural weapon to good-,evil-,lawful-	or chao	tic.		Target: Living crea	ture touche	d	Caster Level: 15	
□□□□ Animal Messenger	21	None; see text	1 standard 1 day/level	Close (60 ft.)	V,S,M	Yes	Enchantment	PHB: pg.198
			action				(Compulsion) [Mind-Affecting]	
Effect: Sends a Tiny animal to a specific place.				Target: One Tiny a	animal		Caster Level: 15	
Animal Trance	21	Will negates; see text	1 standard Concentration	Close (60 ft.)	V,S	Yes	Enchantment	PHB: pg.198
			action				(Compulsion) [Mind-Affecting,	
Effect:				Target: Animals or	manical he	asts with Intelligence 1	Sonic] Caster Level: 15	
Fascinates 2d6 HD of animals.				or 2				
Avoid Planar Effects		None	1 1 minute/level immediate	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect:			action	Tarnet: One creati	ıre/level in s	a 20-ft. radius burst	Caster Level: 15	
Gain temporary respite from the natural effects of a spe				centered on you				
Balancing Lorecall	21	N/A	1 standard 1 minute/level [D] action	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
Effect: Gain +4 insight bonus to balance bonus; see text.				Target: You			Caster Level: 15	
Barkskin		None	1 standard 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
Effect:			action	Target: Living crea	ture touche	d	Caster Level: 15	
Grants +2 enhancement to natural armor. Additional +1	per thre	e levels above 3rd [max Will negates	t +5 at 12th level] 1 standard 1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Bear's Endurance	21	(harmless)	action			165		FTID. pg.200
Effect: Subject gains +4 to Con for 1 minutes/level.				Target: Creature to	ouched		Caster Level: 15	
□□□□□ Binding Winds	21	Reflex negates	1 standard Concentration action	Medium (250 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.27
Effect:			action	Target: One create	ıre		Caster Level: 15	
Subject can act normally, but it cannot move from it's co	urrent loc 21	cation. N/A	1 standard 1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
			action				Control and 45	
Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor.				Target: You			Caster Level: 15	
□□□□□ Blinding Spittle		None	1 standard Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.32
Effect:	tourk	took Courses 4		Target: One missil	e of spit		Caster Level: 15	
Spit caustic saliva into foes eyes on successful ranged	touch att	tack. Causes -4 penalty Will negates	to attack roll. 1 standard Special; see text	Touch	V,S	Yes	Transmutation	SC: Pg.33
Effect:		Ü	action	Target: Any creatu	ro with the	rage ability	Caster Level: 15	Ü
Target enters a rage, as its rage special ability, but this				- '				
□□□□□ Body of the Sun	21	Reflex half	1 standard 1 round/level action	5 ft.	V,S,DF	Yes	Trasmutation [Fire	e]SC: Pg.35
Effect: Fire and light extend 5ft. from caster's body inflicting 1d	4/2 lovel	a (may Edd) points of fir	o domago [Dofloy sove for half]	Target: 5 ftradius	emanation	centered on you	Caster Level: 15	
Brambles	4/2 level	None	1 standard 1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
Effect:			action	Target: Wooden w	eapon touc	hed	Caster Level: 15	
Small magical thorns/spikes protrude from wooden wea	ipon; gai			-				
Briar Web		None	1 standard 1 minute/level action	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
Effect: As entangle, but thorns deal damage each round.				Target: 40-ft-radiu	s spread.		Caster Level: 15	
Bull's Strength	21	Will negates	1 standard 1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect:		(harmless)	action	Target: Creature to	ouched		Caster Level: 15	
Subject gains +4 to Str for 1 minutes/level.	21	Will negates	1 standard 1 minute/level [D]	Touch	V S E/DE	Yes [harmless]	Transmutation	SC: Pg.41
Burrow	21	[harmless]	action			res [namiess]		30. Fg.41
Effect: Burrow through earth at 30 ft unless wearing Medium o	r heavier	armor or a Medium loa	d than it is 20 ft.	Target: Creature to	ouched		Caster Level: 15	
□□□□□ Camouflage, Mass	21	Will negates [harmless]	1 standard 10 minutes/level action	Medium (250 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
Effect:						res, no two of which can	Caster Level: 15	
As camouflage, except the effect is mobile within the gradual Cat's Grace	oup. [Bro 21	oken for creatures who Will negates	nore than 60 ft apart]. 1 standard 1 minute/level	be more than 60 ft Touch	. apart V,S,M	Yes	Transmutation	PHB: pg.208
		(harmless)	action					. 1.5. pg.200
Effect: Subject gains +4 to Dex for 1 minutes/level.				Target: Creature to	ouched		Caster Level: 15	
Chill Metal	21	Will negates (object)	1 standard 7 rounds action	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: pg.209
Effect:			action			creature/2 levels, no two		
Cold metal damages those who touch it.				of which can be m metal		ft. apart; or 375 lbs of		
□□□□□ Cloud Wings	21	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
Effect:		[riairiii633]	40.001	Target: Creature to	ouched		Caster Level: 15	
Increases fly speed by 30 ft.	21	Will negates [D]	1 standard 12 hours	Close (60 ft.)	V,S,M	Yes	Abjuration	SC: Pg.53
Countermoon		ga.co [D]	action				•	
Effect: Stops lycanthropic shapechanging for 12 hours.				Target: One lycan	· .		Caster Level: 15	
Creeping Cold	21	Fortitude half	1 standard 3 rounds action	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.55
Effect:				Target: One create	ıre		Caster Level: 15	
Deals progressive damage from cold [+1d6/round]. Daggerspell Stance	21	N/A	1 swift 1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: Pg.57
			action		•		•	<u>.</u>
Effect: Gain +2 insight bonus to hit and damage when you m	nake a fu	ull attack wielding two o	laggers. Can deflect spells [SR 5+level] and ga	Target: You ain DR			Caster Level: 15	
5/magic when full defense. Decomposition		None	1 standard 1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.61
Effect:			action			a 50-ftradius emanatio	•	
Wounded creatures suffer 3 extra hp/round.				centered on you			nCaster Level: 15	
□□□□□ Delay Poison	21	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
Effect:		,/		Target: Creature to	ouched		Caster Level: 15	
Stops poison from harming subject for 1 hour/level.	21	Fortitude negates	1 standard 1 minute/level [D]	Medium (250 ft.)	V,S	Yes	Transmutation	SC: Pg.76
Effect:			action	Target: One create			Caster Level: 15	
Reduce a creatures fly speed to 0, airborne creatures fa	all to the							
□□□□□ Earthfast		None	1 standard 10 minutes/level [D] action	Close (60 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
Effect:					structure o	r rock formation, up to 2	5 Caster Level: 15	
Doubles Structures HP and increases Hardness to 10.			* =Domain/Speciality Spell	cu. ft./level				
			-1 V -P					

				Druid Spells					
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
Effect: Removes movement penalties through dense brush and in	ncreas	es track DC by 5 for any	pursurers.		Target: 40-ft. radius		centered on you	Caster Level: 15	
Embrace the Wild	21	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.79
Effect: The caster gains an animal's sensory and skills, low-light	vision a	and Scent or Blindsense	30' your ch	oice. +2 spot and listen checks.	Target: You			Caster Level: 15	
Fins to Feet	21	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
Effect: Creatures lose swim speed but gain walk speed of 30 ft.					Target: Willing creat	ture touche	d	Caster Level: 15	
□□□□□ Fire Trap	21	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
Opened object deals 1d4+15 fire damage.					Target: Object touch			Caster Level: 15	
□□□□□ Flame Blade		None	1 standard action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
Effect: Touch attack deals 1d8 +7 fire damage.	04	D. ()	4 -1 - 1 - 1	4 10	Target: Sword-like b		We -	Caster Level: 15	PLIP
☐☐☐☐ Flaming Sphere	21	Reflex negates	action	1 round/level	, ,	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	ı.	N	4	40	Target: 5-ftdiamete		N	Caster Level: 15	DUD OOO
□□□□□ Fog Cloud		None	action	10 minutes/level	, ,	V,S	No	Conjuration (Creation)	PHB: pg.232
Effect: Fog obscures vision.	24	Definite helf	4	la stanta a sur	Target: Fog spreads			Caster Level: 15	CC: P= 400
Frost Breath	21	Reflex half	action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5					Target: Cone-shape		W	Caster Level: 15	DUD
Gust of Wind	21	Fortitude negates	1 standard action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
Effect: Blows away or knocks down smaller creatures.	21	N/A	1 standa- '	10 minutes/level	out from you to the or Personal	d gust of se extreme of V,S,M	vere wind emanating the range N/A	Caster Level: 15 Divination	SC: Pg.110
Effect:	21	IN/A	1 standard action	ro minutes/level		v,o,IVI	IN/A		50. Fg.110
Allows caster with Heal ranks to remove other ailments with	nen usi	ng Conjuration [Healing None		also heal more; see text.	Target: You Touch	V,S,M	Yes	Caster Level: 15 Necromancy	SC: Da 110
Effect:		NUTTE	action	ii istal ilaneuus	Target: You and one			Caster Level: 15	SC: Pg.110
Inflict 1d12 +1/caster level [max +10] to a living creature a	nd gair	n an equal amount of HI Fortitude partial		1 round/level	Close (60 ft.)	e living crea	Yes	Evocation [Light,	SC: Pa 112
Effect:	-1	. oralude partial	action	Sandrovoi	Target: living creatu			Fire] Caster Level: 15	55.1 g.112
Subjects do benefit from concealment, on failed save they	also ta	ake 1d4 fire damage ea Will negates (object)			Close (60 ft.)		Yes (object)	Transmutation	PHB: pg.239
Effect:		vviii riegales (object)	action	7 Tourido			reature/2 levels, no two	[Fire]	1 11b. pg.200
Make metal so hot it damages those who touch it.						re than 30 f	t. apart; or 25 lb./level	Oddier Edver. 10	
□□□□□ Hold Animal	21	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (250 ft.)		Yes	Enchantment (Compulsion)	PHB: pg.241
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 15	
Paralyzes one animal for 1 round/level.		None	1 standard	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration	SC: Pg.128
Effect:			action		Target: One creatur	e/3 levels,	no two of which are	(Creation) Caster Level: 15	
Make ranged attacks against each target; see text	21	N/A	1 standard	10 minutes/level	more than 30 ft. apa Personal	art V,S,DF	N/A	Divination	SC: Pg.133
Effect:			action		Target: You			Caster Level: 15	-
Gain +4 insight bonus on Listen checks; see text.	21	Will negates	1 standard	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect:			action		Target: One creatur	е		Caster Level: 15	
Creates an indelible mark on the subjects face; see text. Master Air	21	N/A		1 round/level	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
Effect:			action		Target: You			Caster Level: 15	
Fly at 90 ft. [or 60 if med or hvy armor].	21	Will negates		1 minute/level	Touch	V,S	No	Transmutation	SC: Pg.144
Effect:		[harmless]	action		Target: One creatur	е		Caster Level: 15	
As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.						V 0.5=	V B	E	00 B 440
Nature's Favor	21	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
Effect: Target animal gains attack and damage bonus of +1 for e					Target: Animal touc		N/A	Caster Level: 15	CC: D= 440
One With the Land	21	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.149
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Sur				1 minute/lovel	Target: You	Vene	Voc	Caster Level: 15	DHP: ng OFO
Owl's Wisdom	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	res	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.		None	1 stander 1	1 hour/level ID	Target: Creature tou		No	Caster Level: 15	DHR: ng 260
Reduce Animal		None	1 standard action	1 hour/level [D]	Touch	V,S	No mall Madium Large or	Transmutation	PHB: pg.269
Shrinks one willing animal.	21	Fortitude negates	1 etandard	10 minutes/level	Huge size Touch		mall, Medium, Large, or Yes (harmless)	Abjuration	PHB: pg.272
Effect:	21	(harmless)	action	To miliutes/level	Target: Creature tou		res (natitiess)	Caster Level: 15	, τιυ. μg.212
Ignores first 30 points of damage/attack from specified en	ergy ty 21	pe. Will negates	3 rounds	Instantaneous	Touch	v,S	Vas (harmlass)		PHB: pg.272
Effect:	21	(harmless)	3 TOUTIOS	ii istal ilaneuus	Target: Creature tou		Yes (harmless)	Conjuration (Healing) Caster Level: 15	. πο. μg:212
Dispels magical ability penalty or repairs 1d4 ability dama	ge. 21	Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SC: Pg.179
Effect:	-1	. oralude partial	action		Target: Ray	٠,٠		Caster Level: 15	55. i g. i / 5
Ranged touch attack deals 1d6 per two caster levels [max	5d6] a	and make a save or be s		round. 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
Effect:			action	. Cdiconovoi	Target: Creature tou		. co [namicoo]	Caster Level: 15	55.1 g.100
Bestows Scent ability with all the same powers.	21	Will negates	1 etandard	1 minute/level	Touch	V,S,M	Yes	Divination	SC: Pg.187
Share Husk	21	[harmless]	action	i iliiliute/ievei			100	Caster Level: 15	55. Fg. 167
You can sense all the stimuli the target animal senses.	21	Will negates	1 standard	Instantaneous	Target: Animal touc Medium (250 ft.)		Yes [harmless]	Transmutation	SC: Pg.193
Snake's Swiftness, Mass		[harmless]	action		Target: Allied creatu			Caster Level: 15	55. Fg. 185
Subjects may make another single attack melee or range	d; see t	ext.		* =Domain/Speciality Spell	. argot. Amed treatt	III d 20	radius buist	Judior Level. 13	
				-bomain/opeciality Spell					

				Druid Spells					
Soften Earth and Stone		None	1 standard	Instantaneous	Close (60 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
Effect: Turns stone to clay or dirt to sand or mud.			action		Target: 10 ft./level s	quare; see	text	Caster Level: 15	
□□□□□ Spider Climb	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch Target: Creature tou	V,S,M uched	Yes (harmless)	Transmutation Caster Level: 15	PHB: pg.283
Grants ability to walk on walls and ceilings.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.203
Effect: Make ranged attack to hit, on hit deal 4d6 piercing da	ımage and ti	hreatens on 18-20. See			Target: One or more	e streams o	f splinters	Caster Level: 15	
Summon Nature's Ally II Seffect: Calls creature to fight.		None		1 round/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apa	e creatures,	No no two of which can be	Conjuration (Summoning) e Caster Level: 15	PHB: pg.288
Summon Swarm Effect: Summons swarm of bats, rats, or spiders.		None	1 round	Concentration + 2 rounds	Close (60 ft.) Target: One swarm	V,S,M/DF		Conjuration (Summoning) Caster Level: 15	PHB: pg.289
Swim Sffect:		None	1 round	10 minutes/level [D]	Medium (250 ft.) Target: One creatur	V,S,M e	Yes [harmless]	Transmutation [Water] Caster Level: 15	SC: Pg.217
Gain swim speed and +8 to Swim checks. Gain swim speed and +8 to Swim checks. Gain swim speed and +8 to Swim checks.		None	1 swift action	1 round	Living creature touched Target: You	V	No	Transmutation Caster Level: 15	SC: Pg.221
As greater magic fang. Train Animal	21	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: Pg.221
Effect: You temporarily boost the number of tricks that an an	imal knows.				Target: Animal touc			Caster Level: 15	
Tree Shape		None	1 standard action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.296
Effect: You look exactly like a tree for 1 hour/level.	21	Will negates (object)	1 standard	Instantaneous	Target: You Close (60 ft.)	V,S	Yes (object)	Caster Level: 15 Transmutation	PHB: pg.300
IIIIIIIWarp Wood	21	will negates (object)	action	nistantaneous	Target: One Small v			Caster Level: 15	7 1 D. pg.300
Bends wood [shaft, handle, door, plank].		None	1 standard	1 minute/level	20-ft. radius Touch	V	No	Transmutation	SC: Pg.240
Effect: Manuverability improves by one step.			action		Target: Winged crea	ature touche	ed	Caster Level: 15	
Winter's Embrace	21	Fortitude negates	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.241
ffect: Creature fails it's save takes 1d8 cold damage each r					Target: One creatur			Caster Level: 15	
□□□□ Wood Shape ##ect:	21	Will negates (object)	1 standard action	Instantaneous	Touch Target: One toucher		Yes (object) rood no larger than 10	Transmutation Caster Level: 15	PHB: pg.303
Rearranges wooden objects to suit you.	21	Fortitude half	1 standard	Instantaneous	cu. ft. + 1 ft./level	V,S	Yes	Necromancy	SC: Pg.243
ffect:			action		Target: Creature tou			Caster Level: 15	00. 1 g.2 10
Deal 1d6 +1 per caster level [max +10] plus you get s	21	Fort half	1 standard action	15 rounds	Medium (250 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.				1 E) /E1 O	Target: 20-ftradius			Caster Level: 15	
Name	DC	Saving Throw	Time	LEVEL 3	Range	Comp.	Spell Resistance	School	Source
Name		Saving Throw Will negates	1 standard	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
ffect: Grants creatures the ability to breath air.		[harmless]	action		Target: Living create	ures touche	d	Caster Level: 15	
Align Fang, Mass	22	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
ffect: Same as algin fang, but on multiple creatures.	22	N/A	1 standard	24 hours	more than 30 ft. apa		no two of which are	Caster Level: 15 Transmutation	SC: Pg.17
Effect:			action		Target: One creatur			Caster Level: 15	- 9:::
Attunes the affected creatures to the plane you are con Bite of the Werewolf		negating harmful effect N/A		1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.29
Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural arm	nor. Gain Bit				Target: You			Caster Level: 15	
□□□□ Blindsight ffect:	22	Will negates [harmless]	1 standard action	1 minute/level	Touch Target: Creature tou	V,S uched	Yes [harmless]	Transmutation Caster Level: 15	SC: Pg.32
Grant blindsight to 30 ft. Call Lightning	22	Reflex half	1 round	1 minute/level	Medium (250 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
Effect: Calls down one lightning bolt/level [max 10] over dura					Target: One or more lightning			Caster Level: 15	SC: Da 42
□□□□□ Capricios Zephyr	22	None and Reflex partial; see text	1 standard action	1 round/level	, ,	V,S	Yes	Evocation [Air]	SC: Pg.43
rrect: Ball of swirling dust and air that bull rush attacks with □□□□□□ Charge of the Triceratops	a +6 any cr 22	Will negates	1 standard	caster. Movement 30 ft]; see text 1 round/level [D]	Target: 5-ftdiamete	v,s,DF	Yes	Caster Level: 15 Transmutation	SC: Pg.45
Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gr	ore is used :	[harmless] as part of a charge it do	action oes double d	lamage. Also gain +4 Natural Armor	Target: Living create	ure touched	ı	Caster Level: 15	
Circle Dance		N/A		Instantaneous	Personal Target: You	V,S	N/A	Divination Caster Level: 15	SC: Pg.46
Get direction and general status of a known target. Corona of Cold	22	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all as ong as they remain in the area.	in your area	of effect. Creatures so		ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius	spread		Caster Level: 15	
Creaking Cacophony		None	1 standard action	1 round/level	Medium (250 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: Pg.55
Effect:					Target: 40-ftradius	spread		Caster Level: 15	

Target: 40-ft.-radius spread

Target: One structure or construct

V,S

Target: Creature touched

Touch

Medium (250 ft.) V,S Yes [object]

Yes (harmless); see text

Effect:
All who are in the effect have -4 to listen. Spellcasters are distracted.

22 Fortitude half [object] 1 standard Instantaneous action

Effect:
Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.

Diagram Cure Moderate Wounds
22 Will half (harmless); see text action
2 see text

Effect: Cures 2d8 +1/level [max +10] damage.

Caster Level: 15

Illusion (Figment) SC: Pg.55 [Sonic] Caster Level: 15

Transmutation SC: Pg.56

Conjuration (Healing) PHB: pg.216
Caster Level: 15

^{* =}Domain/Speciality Spell

□□□□□ Daylight				Druid Spells					
bayiigint			1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
Effect: 60-ft. radius of bright light.					Target: Object touch	ed		Caster Level: 15	
Dehydrate	22		1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.62
Effect: Deal 1d6 plus 1/3 caster levels [max +5].			dellori		Target: One living cre	eature		Caster Level: 15	
Diminish Plants			1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.221
Effect: Reduces size or blights growth of normal plants.			dollori		Target: See text			Caster Level: 15	
Dominate Animal	22	Will negates	1 round	1 round/level	Close (60 ft.)	V,S	Yes	Enchantment	PHB: pg.224
								(Compulsion) [Mind-Affecting]	
Effect: Subject animal obeys silent mental commands.					Target: One animal			Caster Level: 15	
Downdraft	22	Reflex partial; see text	1 standard action	Instantaneous	- '		Yes	Evocation [Air]	SC: Pg.72
Effect: Either send a flying creature down 50 ft. or 100 ft. They tak					Target: Cylinder [20-			Caster Level: 15	
□□□□□ Earthen Grace	22		1 standard action	1 minute/level			Yes [harmless]	Abjuration [Earth]	SC: Pg.76
Effect: Earth and stone damage is treated as nonlethal [includes of the content	creatur	es with the subtype of e	arth/stone,	falling onto stone]; see text.	Target: Living creatu	re touched		Caster Level: 15	
□□□□□ Energy Vortex	22	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid,	SC: Pg.81
								Cold, Fire, Electricity, Sonic]	
Effect: Choose a energy type and it causes 1d8 +1/caster level [i	max +2	20]. You may double the	e damage if	you forgoe a save and take the damag	Target: All creatures ecentered on you	within a 20)-ftradius burst	Caster Level: 15	
as well. DDDDDEntangling Staff			-	1 round/level [D]	·	V,S,F	Yes [harmless]	Transmutation	SC: Pg.83
Effect:			action		Target: Quarterstaff		,	Caster Level: 15	J.
Each time you successfully strike foe you can start a grapp [lethal or nonlethal]; see text	ple as a	a free action, +8 grapple	e check. De	als an additional 2d6 damage for grapple				20701. 10	
	22	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: Pg.93
Effect: Attack or Fly; see text.					Target: You			Caster Level: 15	
Attack of Fry, see text.	22		1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.96
Effect:			action		Target: You			Caster Level: 15	
This spell functions like fly, except as noted. This spell functions like fly, except as noted. This spell functions like fly, except as noted.	22			1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.98
Effect:			action		Target: You			Caster Level: 15	
Grants +10 competence bonus on Hide and Move Silently	checks	None		1 round/level	Personal	V,S,M	No	Transmutation	SC: Pg.105
Effect:			action		Target: One pebble/3	3 levels		[Earth] Caster Level: 15	
Pebbles become boulders; see text Girallon's Blessing	22	Fortitude negates	1 standard	10 minutes/level			Yes [harmless]	Transmutation	SC: Pg.106
Effect:		[harmless]	action		Target: Creature tou			Caster Level: 15	Ü
Gain an additional pair of arms; see text	22	Fortitude partial	1 standard	Instantaneous	-		Yes [harmless]	Transmutation	SC: Pg.113
Effect:			action	modification of the second of	Target: One Creature		ree (nameos)	Caster Level: 15	00.1 g.110
Target becomes fatigued [if fatigued it becomes exhausted				it save]. Instantaneous	-	V,S	Yes	Evocation [Cold]	SC: Da 118
Hypothermia Fifect:	22		action	instantaneous	, í		165	Caster Level: 15	30. Fg.110
Deals 1d6 per caster level [max 10d6] and becomes fatigu					Target: One creature		V.		00 P. 440
lcelance	22		1 standard action	Instantaneous	, ,		Yes	Conjuration (Creation)	SC: Pg.119
Effect: Creates an ice lance; ranged touched attack at +4, if it hit of					Target: One lance of			Caster Level: 15	
□□□□ Infestation of Maggots	22		1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: Pg.123
					Target: Creature tour	ched		Caster Level: 15	
Effect: Deal 1d4 constitution per round. Save ends the spell and the									
	22	Will negates	1 standard action	10 minutes/level			Yes [harmless]	Transmutation	SC: Pg.127
Deal 1d4 constitution per round. Save ends the spell and the	22	Will negates		10 minutes/level		V,S		Transmutation Caster Level: 15	SC: Pg.127
Deal 1d4 constitution per round. Save ends the spell and t	22	Will negates [harmless]	action	10 minutes/level 1 round	Close (60 ft.) Target: One natural starget creatures	V,S slashing or			SC: Pg.127 SC: Pg.133
Deal 1d4 constitution per round. Save ends the spell and to a spel	22	Will negates [harmless]	action 1 swift		Close (60 ft.) Target: One natural starget creatures	V,S slashing or	piercing weapon of	Caster Level: 15	
Deal 1d4 constitution per round. Save ends the spell and t	22	Will negates [harmless] N/A Will negates	action 1 swift action		Close (60 ft.) Target: One natural starget creatures Personal Target: You	V,S slashing or V	piercing weapon of	Caster Level: 15 Transmutation	
Deal 1d4 constitution per round. Save ends the spell and t	22 22 22	Will negates [harmless] N/A Will negates (harmless)	action 1 swift action 1 standard	1 round	Close (60 ft.) Target: One natural starget creatures Personal Target: You	V,S slashing or V V,S, DF	piercing weapon of N/A	Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spel	22 22 22	Will negates [harmless] N/A Will negates (harmless) mage rolls. None	1 swift action 1 standard action 1 standard	1 round	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living creating the start of t	V,S slashing or V V,S, DF reature	piercing weapon of N/A	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation	SC: Pg.133
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and t	22 22 22	Will negates [harmless] N/A Will negates (harmless) mage rolls. None	action 1 swift action 1 standard action	1 round 1 hour/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living creating the start of t	V,S slashing or V V,S, DF reature	piercing weapon of N/A Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spel	22 22 22 and da	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates	action 1 swift action 1 standard action 1 standard action 1 standard	1 round 1 hour/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living one	V,S slashing or V V,S, DF eature V,S, DF	piercing weapon of N/A Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15	SC: Pg.133 PHB: pg.250
Deal 1d4 constitution per round. Save ends the spell and to a spel	22 22 22 and da	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless]	action 1 swift action 1 standard action 1 standard action	1 round 1 hour/level 10 minutes/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living one	V,S slashing or V V,S, DF eature V,S, DF	piercing weapon of N/A Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and th	22 22 22 and da	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless]	action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 round 1 hour/level 10 minutes/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tour	V,S slashing or V V,S, DF reature V,S, DF	piercing weapon of N/A Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation	SC: Pg.133 PHB: pg.250 PHB: pg.252
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spe	22 22 22 and da	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Image rolls.	action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tour	V,S slashing or V V,S, DF reature V,S, DF V,S ched V,S,F	piercing weapon of N/A Yes (harmless) No Yes [harmless]	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145
Deal 1d4 constitution per round. Save ends the spell and to a spel	22 22 and da 22 as like a	Will negates [harmless] N/A Will negates (harmless) mage rolls. None Fortitude negates [harmless] amount. None Will negates	action 1 swift action 1 standard action 1 standard action 1 standard action 1 ominutes 1 standard	1 round 1 hour/level 10 minutes/level 10 minutes/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tour Medium (250 ft.) Target: Structure up	V,S slashing or V V,S, DF reature V,S, DF V,S, CF to 40 ft. sqt	piercing weapon of N/A Yes (harmless) No Yes [harmless]	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spe	22 22 22 22 and da 22 22 22 22	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] amount. None Will negates (harmless, object)	action 1 swift action 1 standard action 1 standard action 1 standard action 1 ominutes	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Structure up Touch Target: Creature or or	V,S slashing or V V,S, DF eature V,S, DF V,S ched V,S,F to 40 ft. sqi V,S,M/DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146
Deal 1d4 constitution per round. Save ends the spell and to a spel	22 22 22 22 and da 22 22 22 22	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Immuness	action 1 swift action 1 standard action 1 standard action 1 standard action 1 ominutes 1 standard action 1 standard action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous	Close (60 ft.) Target: One natural: target creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Structure up Touch Target: Creature or of	V,S slashing or V V,S,DF eature V,S,DF v,S,DF to 40 ft. sqi V,S,F to 40 ft. sqi V,S,M/DF object of up	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing)	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spe	22 22 22 22 and da 22 22 22 22	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Immuness	action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action 10 minutes 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level	Close (60 ft.) Target: One natural: target creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Structure up Touch Target: Creature or of touched	V,S slashing or V V,S,DF eature V,S,DF v,S,DF to 40 ft. sqi V,S,F to 40 ft. sqi V,S,M/DF object of up	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level.	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the sp	22 22 22 22 22 22 22 23 25 25 26 27 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Immount. None Will negates (harmless, object) ject. None	action 1 swift action 1 standard action 1 standard action 1 standard action 10 minutes 1 standard action 1 standard action 1 standard action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tour Medium (250 ft.) Target: Structure up Touch Target: Creature or of touched See text Target: See text	V,S slashing or V V,S, DF eature V,S, DF V,S ched V,S,F to 40 ft. sqi V,S,M/DF object of up V,S, DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level.	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257
Deal 1d4 constitution per round. Save ends the spell and t	22 22 22 22 22 22 22 23 25 25 26 27 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Immount. None Will negates (harmless, object) ject. None	action 1 swift action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tour Medium (250 ft.) Target: Structure up Touch Target: Creature or of touched See text Target: See text	V,S slashing or V V,S, DF reature V,S, DF V,S, Ched V,S,F to 40 ft. sqr V,S,M/DF object of up V,S, DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257 PHB: pg.262
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the spe	22 22 22 22 and da 22 22 as like a 22 22 22 22 22 22 22 22 22 22 22 22 22	Will negates [harmless] N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Immunitation of the control of the c	action 1 swift action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous	Close (60 ft.) Target: One natural target creatures Personal Target: You Close (60 ft.) Target: One living one of the control of the cont	V,S slashing or V V,S, DF eature V,S, DF V,S, Ched V,S,F to 40 ft. sqi V,S,M/DF object of up V,S, DF V,S, DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257 PHB: pg.262
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the sp	22 22 22 22 and da 22 22 con subj	Will negates (harmless) N/A Will negates (harmless) Image rolls. None Fortitude negates (harmless) amount. None Will negates (harmless, object) iject. None Fortitude negates; see text	action 1 swift action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous Instantaneous; see text	Close (60 ft.) Target: One natural target creatures Personal Target: You Close (60 ft.) Target: One living one of the control of the cont	V,S slashing or V V,S, DF eature V,S, DF V,S, Ched V,S,F to 40 ft. sqi V,S,M/DF object of up V,S, DF V,S, DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257 PHB: pg.262 PHB: pg.262
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the sp	22 22 22 22 22 and da 22 22 22 22 22 22 22	Will negates (harmless) N/A Will negates (harmless) Image rolls. None Fortitude negates [harmless] Image rolls. None Will negates (harmless, object) Ject. None Fortitude negates; see text N/A Image rolls. Will negates (harmless) Image rolls.	action 1 swift action 1 standard action 1 standard action 1 standard action 10 minutes 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous Instantaneous; see text	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Structure up Touch Target: See text Touch Target: See text Touch Target: Living creature Personal Target: Living creature	V,S slashing or V V,S, DF eature V,S, DF V,S, Ched V,S,F to 40 ft. sqi V,S,M/DF v,S,M/DF V,S,DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257 PHB: pg.262 PHB: pg.262
Deal 1d4 constitution per round. Save ends the spell and the process of the spell and the sp	22 22 22 22 22 22 22 22 22 22 22 22 22	Will negates (harmless) N/A Will negates (harmless) Image rolls. None Fortitude negates (harmless) amount. None Will negates (harmless, object) ject. None Fortitude negates; see text N/A and abilities of a chosen Fortitude negates (harmless)	action 1 swift action 1 standard action	1 round 1 hour/level 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous Instantaneous; see text 1 minute/level fire, water, earth, air]; see text	Close (60 ft.) Target: One natural starget creatures Personal Target: You Close (60 ft.) Target: One living on Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Structure up Touch Target: See text Touch Target: See text Touch Target: Living creature Personal Target: Living creature	V,S slashing or V V,S, DF eature V,S, DF V,S ched V,S,F to 40 ft. sqi V,S,M/DF Dbject of up V,S, DF ure touched V,S,DF V,S,DF	piercing weapon of N/A Yes (harmless) No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.133 PHB: pg.250 PHB: pg.252 SC: Pg.145 SC: Pg.146 PHB: pg.257 PHB: pg.262 PHB: pg.262 SC: Pg.161

^{* =}Domain/Speciality Spell

			Druid Spells				
Quench	22	None or Will negates (object)	1 standard Instantaneous action	Medium (250 ft.) V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
Effect: Extinguishes nonmagical fires or one magic item.				Target: 20-ft. cube/level [S] of item	or one fire-based magic	Caster Level: 15	
Quillfire	22	N/A	1 standard 1 round/level	Personal V,S	N/A	Transmutation	SC: Pg.164
Effect:			action	Target: You		Caster Level: 15	
Quills inflict 1d8 or thrown range 10 ft; see text.	22	Fortitude negates	1 standard Instantaneous	Touch V,S	Yes (harmless)	Conjuration	PHB: pg.271
Effect:		(harmless)	action	Target: Creature touched		(Healing) Caster Level: 15	
Cures all diseases affecting subject.	22	Fortitudo nogotos	1 standard 10 minutes/level		Von [harmland]		CC: Da 174
LLLL Resist Energy, Mass	22	Fortitude negates [harmless]	action	Close (60 ft.) V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resist energy, except that it affects all targeted creatur	res.			Target: One creature/level, r more than 30 ft. apart	no two of which can be	Caster Level: 15	
□□□□□ Sink	22	Will negates	1 standard 1 round action	Close (60 ft.) V,S,DF	Yes	Transmutation	SC: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.			acio.	Target: One creature/level, r	no two of which are more	Caster Level: 15	
Sleet Storm		None	1 standard 1 round/level	than 30 ft. apart Long (1000 ft.) V,S,M/I	DF No	Conjuration	PHB: pg.280
Effect:			action	Target: Cylinder 40		(Creation) [Cold] Caster Level: 15	
Hampers vision and movement.	22	N/A	1 standard 1 round/level [D]	Personal V,S	N/A	Transmutation	SC: Pg.193
Snakebite	22	N/A	action		IWA		30. Fg. 193
Effect: Turns one of your arms into a venomous snake; see text.				Target: You		Caster Level: 15	
□□□□□ Snare		None	3 rounds Until triggered or broken	Touch V,S, DF		Transmutation	PHB: pg.280
Effect: Creates a magic booby trap.				Target: Touched nonmagica thong with a 2 ft. diameter +		Caster Level: 15	
□□□□□ Snowshoes, Mass	22	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (60 ft.) V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect:		(- -	Target: One creature/level, r	no two of which are more	Caster Level: 15	
Same as Snowshoes, except as noted. Speak with Plants		None	1 standard 1 minute/level	than 30 ft. apart Personal V,S	No	Divination	PHB: pg.282
Effect:			action	Target: You		Caster Level: 15	
You can talk to normal plants and plant creatures.	22	Will negates	1 standard 10 minutes/level		OF Yes [harmless]	Transmutation	SC: Pg.202
Spiderskin		[harmless]	action		. res [namicos]		55. 1 g.202
Effect: Grants recipient +1 to natural AC, +1 save against poisor				Target: Creature touched		Caster Level: 15	
Spike Growth	22	Reflex partial	1 standard 1 hour/level [D] action	Medium (250 ft.) V,S, DF	Yes	Transmutation	PHB: pg.283
Effect: Creatures in area take 1d4 damage, may be slowed.				Target: 20-ft. squares/level		Caster Level: 15	
DDDDSpikes		None	1 standard 1 hour/level	Touch V,S,M	No	Transmutation	SC: Pg.202
Effect:			action	Target: Wooden weapon tou	ched	Caster Level: 15	
As brambles, except affected weapon gains +2 enhancer Spiritjaws	ment bo	nus and threat range do None	oubled. 1 standard 1 round/level [D]	Medium (250 ft.) V,S,M	Yes	Evocation [Force]	SC: Pa.202
Effect:			action			Caster Level: 15	g
Jaws attempt to grapple the target; see text				Target: Jaws of force			
Standing Wave	22	Reflex negates	1 standard 10 minutes/level [D] action	Close (60 ft.) V,S,DF	Yes	Transmutation	SC: Pg.204
Effect: Transports across water; see text.				Target: Waves under a crea	ture or object within range	Caster Level: 15	
□□□□□ Stone Shape		None	1 standard Instantaneous action	Touch V,S,M/I	DF No	Transmutation [Earth]	PHB: pg.284
Effect:			action	Target: Stone or stone object	t touched, up to 10 cu. ft.		
Sculpts stone into any shape. Summon Nature's Ally III		None	1 round 1 round/level [D]	+1 cu. ft./level Close (60 ft.) V,S, DF	No	Conjuration	PHB: pg.288
			` '				
Effect:					os no two of which can b	(Summoning)	FTID. pg.200
Calls creature to fight.				Target: One or more creatur more than 30 ft. apart		(Summoning) e Caster Level: 15	
Calls creature to fight.	22	N/A	1 standard 1 round/level [D] action	Target: One or more creatur	es, no two of which can b	(Summoning)	SC: Pg.219
Thornskin Effect:	_		action	Target: One or more creatur more than 30 ft. apart		(Summoning) e Caster Level: 15	
Calls creature to fight. Thornskin	_	al plus an extra 1d6 pier Fortitude partial; see	action rcing damage on unarmed attacks. 1 standard Instantaneous	Target: One or more creatur more than 30 ft. apart Personal V,S,M		(Summoning) e Caster Level: 15 Transmutation	SC: Pg.219
Calls creature to fight. Calls creature to fight. Thornskin Effect: Sprout thorns from your skin that makes your unarmed do Thunderous Roar Effect:	eal letha	al plus an extra 1d6 pier Fortitude partial; see text	action rcing damage on unarmed attacks.	Target: One or more creatur more than 30 ft. apart Personal V,S,M	N/A	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.219
Calls creature to fight. Thornskin Effect: Sprout thoms from your skin that makes your unarmed de Thunderous Roar Effect: All creatures in the area take 1d6 sonic damage per two or	eal letha	al plus an extra 1d6 pier Fortitude partial; see text	action rcing damage on unarmed attacks. 1 standard Instantaneous	Target: One or more creatur more than 30 ft. apart Personal V,S,M Target: You Long (1000 ft.) V,S,DF	N/A	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15 Evocation [Sonic]	SC: Pg.219
Calls creature to fight. Calls creature thorns from your skin that makes your unarmed of the fight of the fi	eal letha 22 caster le	al plus an extra 1d6 pier Fortitude partial; see text evels; see text.	action rcing damage on unarmed attacks. 1 standard Instantaneous action	Target: One or more creatur more than 30 ft. apart Personal V,S,M Target: You Long (1000 ft.) V,S,DF Target: 20-ftradius burst Personal V,S	N/A Yes	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15 Evocation [Sonic] Caster Level: 15	SC: Pg.219
Calls creature to fight.	eal letha 22 caster la 22 feet. Se	al plus an extra 1d6 pier Fortitude partial; see text evels; see text. N/A	action reing damage on unarmed attacks. 1 standard Instantaneous action 1 standard 1 hour/level action	Target: One or more creatur more than 30 ft. apart Personal V.S.M Target: You Long (1000 ft.) V.S.DF Target: 20-ftradius burst Personal V.S. Target: You	N/A Yes N/A	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15 Evocation [Sonic] Caster Level: 15 Divination Caster Level: 15	SC: Pg.219 SC: Pg.220 SC: Pg.223
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Calls creature to fight. Calls creature to fight. Thornskin Effect: Sprout thoms from your skin that makes your unarmed down and the street of the street. All creatures in the area take 1d6 sonic damage per two of the street. Detect copper, silver, gold, platinum, and gems within 30 content and the street. Disrupts concentration; see text. Calls of the street of the stre	seal leth: 22 caster leth 22 feet. Si 22 22 22 22 22 22 22 22 22 22 22 22 22	al plus an extra 1d6 piet Fortitude partial; see text Events; see text. N/A Will negates [harmless] or the duration of the spec Will negates [harmless] ty for the duration of the See text Will negates [harmless] Will negates (harmless)	action roing damage on unarmed attacks. 1 standard Instantaneous action 1 standard 1 hour/level action 1 standard 1 round/3 levels action 1 standard 10 rounds + 1 round/level [max 25] action 1 standard 10 rounds + 1 round/level [max 25] action ell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action e spell at 1 hp automatically healed per round. 1 standard 10 minutes/level action 1 standard 2 hours/level; see text action 1 hour Instantaneous	Target: One or more creatur more than 30 ft. apart Personal V,S,M Target: You Long (1000 ft.) V,S,DF Target: 20-ftradius burst Personal V,S Target: You Medium (250 ft.) V,S,DF Target: 40-ftradius spread Touch V,S Target: Living creature touch 20 ft. V,S Target: One creature/2 level more than 30 ft. apart Medium (250 ft.) V,S,M/T Target: 10-ftradius/level sp Touch V,S,M/T Target: Living creatures touch 1 mile + 1 mile/level V,S,M,F Target: 1-mile radius +1-mile ell Medium (250 ft.) V,S,M/T	N/A Yes N/A No Yes [harmless] ned Yes [harmless] s, no two of which can be Yes read DF Yes (harmless) ched : No	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15 Evocation [Sonic] Caster Level: 15 Divination Caster Level: 15 Evocation [Earth] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination	SC: Pg.219 SC: Pg.220 SC: Pg.223 SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.230 PHB: pg.300
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Calls creature to fight. Thornskin Effect: Sprout thoms from your skin that makes your unarmed decorated from your from your formand from your from	caster lethors 22 caster lethors 22 feet. Si 22 caster lethors 22	al plus an extra 1d6 piet Fortitude partial; see text evels; see text. N/A Will negates [harmless] Will negates [harmless] Will negates [harmless] ty for the duration of the See text Will negates [harmless] ty for the duration of the See text Will negates (harmless) None into the future. If unnat None; see text	action roing damage on unarmed attacks. 1 standard Instantaneous action 1 standard 1 hour/level action 1 standard 1 round/3 levels action 1 standard 10 rounds + 1 round/level [max 25] action ell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action ell at 2 hp automatically healed per round. 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 thour Instantaneous tural forces currently affect the weather then the sp 1 standard 1 round/level action LEVEL 4 Time Duration	Target: One or more creatur more than 30 ft. apart Personal V.S.M Target: You Long (1000 ft.) V.S.DF Target: 20-ftradius burst Personal V.S. Target: You Medium (250 ft.) V.S.DF Target: 40-ftradius spread Touch V.S. Target: Living creature touch 20 ft. V.S.M Target: One creature/2 level more than 30 ft. apart Medium (250 ft.) V.S.M Target: 10-ftradius/level sp Touch V.S.M/I Target: Living creatures touch 1 mile + 1 mile/level V.S.M,I Target: 1-mile radius +1-mile ell Medium (250 ft.) V.S.M/I Target: Wall up to 10 ft./level [S]	N/A Yes N/A No Yes [harmless] ned Yes [harmless] s, no two of which can be Yes read DF Yes (harmless) shed F No plevel centered on you DF Yes I long and 5 ft./level high Spell Resistance Yes (harmless)	(Summoning) e Caster Level: 15 Transmutation Caster Level: 15 Evocation [Sonic] Caster Level: 15 Divination Caster Level: 15 Evocation [Earth] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Evocation [Air] Caster Level: 15 Evocation [Air] Caster Level: 15	SC: Pg.219 SC: Pg.220 SC: Pg.223 SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.230 PHB: pg.300 SC: Pg.238 PHB: pg.302 Source

				Druid Spells					
□□□□□ Antiplant Shell		None	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.200
Effect: Keeps animated plants at bay.			dollori		Target: 10-ftradius	emanation	, centered on you	Caster Level: 15	
Arc of Lightning	23	Reflex half		nstantaneous	Close (60 ft.)	V,S,M/DF	No	Conjuration	SC: Pg.15
0 0			action					(Creation) [Electricity]	
Effect: Create a bolt of electricity between two creatures causing	1d6/le	evel [max 15d6] to both of	reatures and	anything in between them.	Target: A line betwe	en two cre	atures	Caster Level: 15	
Bite of the Wereboar	23	N/A	1 standard action	I round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bit	a attac	k: saa tayt			Target: You			Caster Level: 15	
DDDD Blight	23	Fortitude half; see text	1 standard action	nstantaneous	Touch	V,S, DF	Yes	Necromancy	PHB: pg.206
Effect:			action		Target: one plant/pla	ant-creatur	е	Caster Level: 15	
Withers one plant or deals 1d6/level damage to plant cre	23	Will negates	1 standard	I minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 15	
Grant blindsight to 30 ft.		None	10 minutes	I hour/level	Touch	V,S,F	No	Conjuration	SC: Pg.37
Effect:					Target: One smoky,	horselike (creature	(Creation) Caster Level: 15	· ·
Creates a steed made of smoke.	23	Will negates	1 standard	I minute/level [D]	Touch		Yes [harmless]	Transmutation	SC: Pg.41
Burrow, Mass	20	[harmless]	action	i minutoriovor [D]					00.1 g.+1
Same as Burrow, except effects multiple creatures.					Target: One creature more than 30 ft. apa	ırt		Caster Level: 15	
□□□□□ Chain of Eyes	23	Will negates	1 standard action	I hour/level		V,S	Yes	Divination	SC: Pg.45
Effect: Scrying sensor passed along by touch.					Target: Living creatu	ure touched	i	Caster Level: 15	
Command Plants	23	Will negates	1 standard action	l day/level	Close (60 ft.)	٧	Yes	Transmutation	PHB: pg.211
Effect: Sway the actions of one or more plant creatures.					Target: Up to 2 HD/I	level of pla	nt creatures, no two of	Caster Level: 15	
Contagious Touch	23	Fortitude negates	1 standard	round/level		V,S	Yes	Necromancy	SC: Pg.52
Effect:					Target: You			Caster Level: 15	
Any creature you hit with melee touch is afflicted with cor Contingent Energy Resistance	tagion 23	and the selected diseas N/A		I hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
Effect:					Target: You			Caster Level: 15	
Same as Contigency, except it is more limited. Control Water	23	None; see text		0 minutes/level [D]	Long (1000 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.214
Effect:			action		Target: Water in a v	olume of 1	0-ft. by 10-ft. by 2-ft. pe	[Water] r Caster Level: 15	
Raises or lowers bodies of water. Creeping Cold, Greater	23	Fortitude half	1 standard	See text	level [S] Close (60 ft.)	V,S,F	Yes	Transmutation	SC: Pg.56
Effect:			action		Target: One creature			[Cold] Caster Level: 15	2011 9120
As creeping cold, but has a higher damage cap with addi	tional r	ounds. Will half (harmless);	1 standard	nstantaneous		V,S	Van (harmlann); ann	Conjuration	DUD: na 246
Cure Serious Wounds	23	see text	action	ristantaneous			Yes (harmless); see text	(Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature tou			Caster Level: 15	
□□□□□ Dispel Magic		None	1 standard action	nstantaneous	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: Cancels magical spells and effects.					Target: One spellca: 20-ftradius burst	ster, creatu	ire, or object; or	Caster Level: 15	
□□□□ Enhance Wild Shape	23	N/A	1 minute	I hour/level		V,S	N/A	Transmutation	SC: Pg.81
Effect: Gain enhancement to your next wild shape; See text.					Target: You			Caster Level: 15	
□□□□□ Essence of the Raptor	23	N/A	1 standard	10 minutes/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.84
Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, I	ieton	Snot and Survival chack	s Gain Scon	t ability	Target: You			Caster Level: 15	
Eye of the Hurricane	23	Fortitude negates		nstantaneous	40 ft.	V,S	Yes	Abjuration [Air]	SC: Pg.86
Effect:			action				n centered on you, with	Caster Level: 15	
Creates a hurricane with you unaffected at the center; se	e text 23	Reflex half		nstantaneous	10-ftradius quiet ar Medium (250 ft.)			Evocation [Fire]	PHB: pg.231
Effect:			action		Target: Cylinder 10			Caster Level: 15	
Smite foes with divine fire for 1d6/level [max 15d6] dama	ge. 23	Will negates	1 standard	10 minutes/level	Personal or touch	V.S.M. DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect:	•	(harmless)	action		Target: You or creat			Caster Level: 15	.5
Subject moves normally despite impediments.		None	1 stond	I minuto/loval	-				DHR: ng 225
Giant Vermin		None	1 standard action	I minute/level		V,S, DF		Transmutation	PHB: pg.235
Effect: Turns centipedes, scorpions, or spiders into giant vermin					Target: Up to three more than 30 ft. apa	ırt		Caster Level: 15	
lce Storm		None	1 standard action	I full round	Long (1000 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.					Target: Cylinder 20			Caster Level: 15	
□□□□□Jaws of the Wolf		None	1 standard	round/level [D]	Close (60 ft.)	V,S,F	No	Transmutation	SC: Pg.127
Effect: Transform small wooden carvings into real worgs equal t	n one f	or every two caster lavel			Target: One or more	e created w	rorgs	Caster Level: 15	
Land Womb	23	Will negates	1 standard	0 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: Pg.130
Effect:			action		Target: You and one	e other crea	ature/level	Caster Level: 15	
Descend into a protective bubble in the earth below, othe Languor	rs see 23	you descend as if the ea Will partial	orth opened u 1 standard		Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.130
Effect:			action		Target: Ray			Caster Level: 15	
Ranged touch attack. Causes short term Strength loss are	nd slow	ring; See text. None	1 standard	nstantaneous		V,S	Yes [harmless]	Transmutation	SC: Pg.130
Last Breath		.40110	action						55.1 g.150
Effect: Creature killed within 1 round returns to 0 hp.	-				Target: Dead creatu			Caster Level: 15	
Lay of the Land	23	N/A	3 rounds	nstantaneous	Personal	V,S,F/DF	N/A	Divination Caster Level: 15	SC: Pg.131
Learn area of 50 miles radius; see text					Target: You				
□□□□□ Magic Fang, Superior	23	N/A	1 standard action	round/level		V,S	N/A	Abjuration	SC: Pg.136
Effect: Every natural weapon you possess becomes enchanted	to +1 p	er four caster levels [ma	x +5 level 20		Target: You			Caster Level: 15	
□□□□□ Miasma of Entropy	23	Fortitude half or Will negates [object]			30 ft.	V,S	Yes [object]	Necromancy	SC: Pg.141
Effect: Accelerates decay in natural substances; see text		[00]000			Target: Cone-shape	d burst or	one solid object; see	Caster Level: 15	
Accelerates decay in riatural substances; see text				* =Domain/Speciality Spell	IGAL				

				Druid Spells					
□□□□ Moon Bolt	23	Fortitude half[living] Will negates[undead]		Instantaneous	Long (1000 ft.)	V,S	Yes	Evocation	SC: Pg.143
Effect:				U.S			eature, or two living or	Caster Level: 15	
Bolt unerringly strikes dealing 1d4 Str damage per three	23	Reflex partial; see text	1 standard		undead creatures, to Close (60 ft.)	V,S	π. apart No	Conjuration	SC: Pg.145
Effect:			action		Target: Cloud sprea	de in 30-ft	radius 20 ft high	(Creation) Caster Level: 15	_
Create cloud of scalding hot steam; see text.	00	No. of the standard	4 -1 1 1	4 10			-		00 D. 450
Perinarch	23	Reflex negates; see	1 standard action	1 round/level; see text	Close (60 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
Effect:		text			Target: N/A			Caster Level: 15	
Grants temporary over the terrain of limbo.		Nana	4	1 hour/level	-	V	Van Ihaaniaaal		CC: D= 450
□□□□ Planar Tolerance		None	immediate	1 nour/ievei	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
Effect:			action		Target: One creatur	e/level in a	20-ft. radius burst	Caster Level: 15	
Gain temporary respite from the natural effects of a spe	cific plane 23	e. Fortitude negates	1 standard	10 minutes/level	centered on you	V,S,M	Yes	Conjuration	SC: Pg.160
□□□□□ Poison Vines	25	1 officude fregates	action	10 minutes/level				(Creation)	30. F g. 100
Effect: Creates vines like vine mine except vines have contact	poison; s	ee text.			Target: 10-ftradius	/level sprea	ıa	Caster Level: 15	
□□□□ Reincarnate	23	None; see text	10 minutes	Instantaneous	Touch		Yes (harmless)	Transmutation	PHB: pg.270
Effect: Brings dead subject back in a random body.					Target: Dead creatu	ire touched		Caster Level: 15	
Repel Vermin	23	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
Effect:					Target: 10 ft. radius	emanation	centered on you	Caster Level: 15	
Insects, spiders, and other vermin stay 10 ft. away.	23	Will negates	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 15	
As resistance, except you grant the subject +3 resistance		Manager	4 1: 1	la stanta a sa sa	-		Ne		CC: D= 470
□□□□□ Rushing Waters	23	None; see text	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.178
Effect: Wave of water bull rushes from you with a +15 bonus o	n the opp	osed Str check: see tex	t.		Target: 15-ftradius	spread		Caster Level: 15	
□□□□□ Rusting Grasp		None	1 standard action	See text	Touch	V,S, DF	No	Transmutation	PHB: pg.273
Effect:			actiOH		Target: One nonma	gical ferrou	s object [or the volume	Caster Level: 15	
Your touch corrodes iron and alloys.					of the object within 3 ferrous creature	3 ft. of the to	ouched point] or one		
Carying Scrying	23	Will negates	1 hour	1 minute/level	See text	V,S,M/DF,	Yes	Divination (Scrying)	PHB: pg.274
Effect:					Target: Magical sen	sor		Caster Level: 15	
Spies on subject from a distance. Shadowblast	23	Fort negates	1 standard	Insta	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
Effect:		ŭ	action		Target: 20-ftradius			Caster Level: 15	, and the second
Creatures stunned for 1d6 rounds; natives of shadow vi					-				
□□□□□ Sheltered Vitality	23	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
Effect: Subject gains immunity to fatigue, exhaustion, and abili	hy daman	e or drain			Target: Living create	ure touched		Caster Level: 15	
Spark of Life	23	Will negates		1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
Effect:			action		Target: Undead crea	ature touch	ed	Caster Level: 15	
Undead touched temporarily acts as if it were alive and	vulnerabl 23	e as if it weren't undead Reflex partial		1 hour/level [D]	-	V,S, DF	Yes	Transmutation	PHB: pg.283
LLLSpike Stones	25	iteliex partial	action	T Hoursever [D]			163	[Earth]	FTID. pg.200
								Caster Level: 15	
Effect: Creatures in area take 1d8 damage, may be slowed.					Target: 20-ft. square	es/ievei		odolo: 2010ii: 10	
	23	Fortitude partial	· otariaara	Instantaneous	Close (60 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
Creatures in area take 1d8 damage, may be slowed. Starvation Effect:		·	1 standard action	Instantaneous		V,S,M	Yes		SC: Pg.206
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal		·	action	Instantaneous	Close (60 ft.) Target: One living c	V,S,M	Yes	Transmutation	SC: Pg.206 SC: Pg.213
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Creatures in area take 1d8 damage, may be slowed.	damage;	see text.	action		Close (60 ft.) Target: One living c Medium (250 ft.)	V,S,M reature V,S		Transmutation Caster Level: 15 Conjuration (Creation) [Earth]	
Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Sudden Stalagmite Effect: Stalagmite springs up under creature causing 1d6 per caster level.	damage; 23	see text. Reflex half el [max 10d6].	1 standard action	Instantaneous	Close (60 ft.) Target: One living of Medium (250 ft.) Target: One creatur	V,S,M reature V,S	No	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15	SC: Pg.213
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Creatures in area take 1d6 per Caster level [max 10d6] nonlethal Creatures in area take 1d8 damage, may be slowed.	damage; 23	see text. Reflex half	1 standard action		Close (60 ft.) Target: One living c Medium (250 ft.)	V,S,M reature V,S		Transmutation Caster Level: 15 Conjuration (Creation) [Earth]	SC: Pg.213 SC: Pg.214
Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Sudden Stalagmite Effect: Stalagmite sudden Stalagmite Stalagmite syrings up under creature causing 1d6 per company to the stalagmite swarm	damage; 23	see text. Reflex half el [max 10d6].	1 standard action	Instantaneous Concentration, up to 1 round/level + 1	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.)	V,S,M reature V,S e V,S	No No	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text]	SC: Pg.213 SC: Pg.214
Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Sudden Stalagmite Effect: Stalagmite springs up under creature causing 1d6 per company of the summon Elementite Swarm Effect: Summons a elementite swarm [Planar Handbook 114];	damage; 23 easter leve	see text. Reflex half el [max 10d6]. None	1 standard action 1 round	Instantaneous Concentration, up to 1 round/level + 1 round	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo	V,S,M reature V,S e V,S	No No notite	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15	SC: Pg.213 SC: Pg.214
Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Sudden Stalagmite Effect: Stalagmite springs up under creature causing 1d6 per company of the summon Summon Elementite Swarm Effect: Summons a elementite swarm [Planar Handbook 114];	damage; 23 easter leve	see text. Reflex half el [max 10d6].	1 standard action 1 round	Instantaneous Concentration, up to 1 round/level + 1	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo	V,S,M reature V,S e V,S nned element	No No No No No	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning)	SC: Pg.213 SC: Pg.214
Creatures in area take 108 damage, may be slowed. Creatures in area take 108 damage, may be slowed. Creatures in area take 106 per caster level [max 10d6] nonlethal. Creatures Sudden Stalagmite Effect: Stalagmite springs up under creature causing 1d6 per company. Summon Elementite Swarm Effect: Summons a elementite swarm [Planar Handbook 114]; Creatures in area take 108 damage, may be slowed.	damage; 23 easter leve	see text. Reflex half el [max 10d6]. None	1 standard action 1 round	Instantaneous Concentration, up to 1 round/level + 1 round	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo	V,S,M reature V,S e V,S v,S,DF e creatures,	No No notite	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning)	SC: Pg.213
Creatures in area take 1d8 damage, may be slowed. Starvation Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Sudden Stalagmite Effect: Stalagmite springs up under creature causing 1d6 per company of the starter of	damage; 23 easter leve	see text. Reflex half el [max 10d6]. None	1 standard action 1 round 1 round	Instantaneous Concentration, up to 1 round/level + 1 round	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo	V,S,M reature V,S e V,S uned elemen V,S,DF e creatures,	No No No No No	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) c Caster Level: 15 Transmutation	SC: Pg.213
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal. Creatures Target takes 1d6 per caster level [max 10d6] nonlethal. Creatures Target takes 1d6 per caster level [max 10d6] nonlethal. Creatures Target takes 1d6 per caster level [max 10d6] nonlethal. Creatures Target takes 1d6 per caster level. Creatures Target tak	damage; 23 easter leve	see text. Reflex half l [max 10d6]. None	1 standard action 1 round 1 round	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summod Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, irt V,S,M e/level, no 1	No No No no two of which can be Yes [harmless]	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) e Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288
Creatures in area take 108 damage, may be slowed. Creatures in area take 108 damage, may be slowed. Creatures in area take 106 per caster level [max 10d6] nonlethal. Creatures 106 per caster level [max 10d6] nonlethal. Creatures 10d per caster level [max	damage; 23 easter leve	see text. Reflex half el [max 10d6]. None None	action 1 standard action 1 round 1 round 1 round	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa	V,S,M reature V,S e V,S vned element V,S,DF e creatures, int V,S,M	No No no two of which can be Yes [harmless]	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) ecaster Level: 15 Transmutation [Water] Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Effect: Target takes 1d6 per caster level [max 10d6] nonlethal Comparison of the compariso	damage; 23 easter leve	see text. Reflex half l [max 10d6]. None	action 1 standard action 1 round 1 round 1 round	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.)	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures,e rtt V,S,M	No No No no two of which can be Yes [harmless]	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) a Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force]	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217
Creatures in area take 108 damage, may be slowed. Creatures in area take 108 damage, may be slowed. Creatures in area take 106 per caster level [max 10d6] nonlethal. Creatures 106 per caster level [max 10d6] nonlethal. Creatures 10d per caster level [max	damage; 23 easter leve	None None None None None	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon	V,S,M reature V,S e V,S oned elemen V,S,DF e creatures, rit V,S,M e/level, no 1 rit V,S,M der [40-ft. n e in center]	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Conjuration (Summoning) [see text] Conjuration (Summoning) e Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creature in a star in a	damage; 23 easter leve	None None None	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.)	V,S,M reature V,S e V,S oned elemen V,S,DF e creatures, rit V,S,M e/level, no 1 rit V,S,M der [40-ft. n e in center]	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) e Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 per caster level [max 1dd6] nonlethal substitution of the content of the	damage; 23 easter leve	None None None None None	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w	V,S,M reature V,S e V,S v,S,DF e creatures, irt V,S,M der [40-ft, r, e in center] V,S,M/DF	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Conjuration (Summoning) [see text] Conjuration (Summoning) e Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal. Creatures in area take 1d6 per caster level [max 10d6] nonlethal. Creatures in the area take 3d8 damage per round, it als. Creatures in the area take 3d8 damage per round, it als. Creatures in the area take 3d8 damage per round, it als. Creatures in the area take 3d8 damage per round, it als. Creatures in the area take 3d8 damage per round, it als. Creatures in the area take 3d8 damage per round, it als.	damage; 23 easter leve	None None None None None Reflex half la [max 10d6]. None None Reflex negates; see	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D]	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: 4 straight w square/level [S]	V,S,M reature V,S e V,S v,S,DF e creatures, irt V,S,M der [40-ft, r, e in center] V,S,M/DF	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Conjuration (Summoning) [see text] Conjuration (Summoning) e Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal subsets 1d6 per caster level [max 1d6] nonlethal subsets 1d6 pe	damage; 23 saster leve see text	None None None None None	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.)	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft. ne in center] V,S,M/DF all whose a V,S,M	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft.	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) a Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Creation) [Water]	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235
Creatures in area take 108 damage, may be slowed. Creatures in area take 108 damage, may be slowed. Creatures in area take 108 per caster level [max 10d6] nonlethal substitution of the content of the	23 asster leve	None None None None Reflex negates; see text	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S]	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft, r. e in center] V,S,MDF all whose a V,S,M all whose a	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft.	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) ecaster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal. Creatures in area take 3d8 damage per round, it als creatures in the area take 3d8 damage per round, it als creatures in the area take 3d8 damage. Creatures in the area take 3d8 damage per round, it als creatures a churning wall of Sand. Creatures a churning wall of sand. Creates a vertical wall of swirting water. Creates a vertical wall of swirting water. Creates a vertical wall of swirting water.	damage; 23 saster leve see text	None None None None None Reflex half la [max 10d6]. None None Reflex negates; see	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft. ne in center] V,S,M/DF all whose a V,S,M	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft.	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Conjuration (Summoning) [see text] Conjuration (Summoning) Caster Level: 15 Conjuration (Water) Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Vater] Caster Level: 15 Transmutation	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal substitution of the content of the	23 aster leve	None	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S]	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft, r. e in center] V,S,MDF all whose a V,S,M all whose a	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft.	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) ecaster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal. Creatures a vertical wall of swirting water. Creates a vertical wall of swirting water. Creates a charical wall of swirting water. Creates a charical wall of swirting water. Creates a charical wall of swirting water.	23 aster leve	None Reflex negates; see text. Fortitude negates	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft, r. e in center] V,S,MDF all whose a V,S,M all whose a	No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft.	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Conjuration (Summoning) [see text] Conjuration (Summoning) Caster Level: 15 Conjuration (Water) Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Conjuration (Creation) [Vater] Caster Level: 15 Transmutation	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235
Creatures in area take 108 damage, may be slowed. Creatures in area take 108 damage, may be slowed. Creatures in area take 108 per caster level [max 10d6] nonlethal substitution of the content of the	23 aster leve see text loo harms i 23 23 23 a centaur	None None None None None Reflex half I [max 10d6]. None None None None None None Reflex negates; see text N/A [MM 32]; see text.	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: You Medium (250 ft.)	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft. r. e e in center] V,S,M/DF all whose a V,S,M V,S	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. No Yes [harmless]	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) e Caster Level: 15 Transmutation (Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal subsets 1d6 per caster level [max 10d6] nonlethal subsets 2d leftect: Stalagmite springs up under creature causing 1d6 per caster causing 1d6 per caster causing 1d6 per caster causing 1d6 per caster caster caster causing 1d6 per caster ca	23 aster leve see text loo harms i 23 23 23 a centaur	None Reflex negates; see text N/A [MM 32]; see text. Fortitude negates [harmless]	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: You Medium (250 ft.)	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft. r. e e in center] V,S,M/DF all whose a V,S,M V,S	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. N/A Yes [harmless] two of which can be	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) a Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239 SC: Pg.239
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal subsets 1d6 per caster level [max 10d6] nonlethal subsets 2d dependent of the control of the c	23 aster leve see text loo harms i 23 23 23 a centaur	None Reflex negates; see text. Fortitude negates	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin S-ftradius safe zot Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: One creatur more than 30 ft. apa	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft, r, e in center] V,S,M all whose a V,S,M V,S,M,D V,S,M V,S,M V,S,M V,S,M V,S,M	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. N/A Yes [harmless] two of which can be	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Evocation	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal subsets 1d6 per caster level [max 10d6] nonlethal subsets 2d leftect: Stalagmite springs up under creature causing 1d6 per caster causing 1d6 per caster causing 1d6 per caster causing 1d6 per caster caster caster causing 1d6 per caster ca	23 aster leve see text loo harms i 23 23 23 a centaur	None Reflex negates; see text N/A [MM 32]; see text. Fortitude negates [harmless]	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summor Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One creatur more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: You Medium (250 ft.)	V,S,M reature V,S e V,S nned element V,S,DF erreatures, art V,S,M erreatures, art V,S,M der [40-ft, r. erreature, all whose a V,S,M/DF all whose a V,S,M/DF	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. N/A Yes [harmless] two of which can be	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) a Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239 SC: Pg.239
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal substitution of the content of the	23 aster leve see text loo harms i 23 23 23 a centaur	None Reflex negates; see text N/A [MM 32]; see text. Fortitude negates [harmless]	action 1 standard action 1 round 1 round 1 round 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level 10 minutes/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One summo Close (60 ft.) Target: One or more more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: One creatur more than 30 ft. ape Medium (250 ft.) Target: One creatur more than 30 ft. ape Touch Target: Winged creatur	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft, r, e in center] V,S,M all whose a V,S,M V,S,M,D V,S,M V,S,M V,S,M V,S,M V,S,M	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. N/A Yes [harmless] two of which can be	Transmutation Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Evocation	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239 SC: Pg.239
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d6 per caster level [max 10d6] nonlethal substitution of the content of the creature causing 1d6 per content of the crea	23 aster leve see text loo harms i 23 23 23 a centaur	None Reflex negates; see text. Fortitude negates [harmless]	action 1 standard action 1 round 1 round 1 round 1 standard action 1 standard action	Instantaneous Concentration, up to 1 round/level + 1 round 1 round/level [D] 10 minutes/level [D] 1 round/level [D] Concentration +1 round/level 10 minutes/level 11 minutes/level 12 hours 1 minute/level	Close (60 ft.) Target: One living c Medium (250 ft.) Target: One creatur Close (60 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: One or more more than 30 ft. apa Medium (250 ft.) Target: Hollow cylin 5-ftradius safe zon Medium (250 ft.) Target: A straight w square/level [S] Medium (250 ft.) Target: A straight w square/level [S] Personal Target: You Medium (250 ft.) Target: One creatur more than 30 ft. apa Touch	V,S,M reature V,S e V,S nned elemen V,S,DF e creatures, int V,S,M der [40-ft. n.e in center] V,S,M dall whose a V,S,M all whose a V,S,DF V,S,M v,S,M der [40-ft. n.e in center] V,S,M,DF der [40-ft. n.e in center] V,S,M,B,DF V,S,M,B,DF der [40-ft. n.e in center] V,S,M,B,DF V,S,M,B,DF U,S,M,B,DF U,	No No No no two of which can be Yes [harmless] two of which can be Yes adius, 20-ft. high, with a No rea is up to one 10-ft. N/A Yes [harmless] two of which can be	Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Summoning) [see text] Caster Level: 15 Conjuration (Summoning) e Caster Level: 15 Transmutation (Water] Caster Level: 15 Evocation [Force] a Caster Level: 15 Conjuration (Creation) [Earth] Caster Level: 15 Conjuration (Creation) [Water] Caster Level: 15 Transmutation	SC: Pg.213 SC: Pg.214 PHB: pg.288 SC: Pg.217 SC: Pg.232 SC: Pg.235 SC: Pg.235 SC: Pg.239 SC: Pg.239 SC: Pg.239

* =Domain/Speciality Spell

Druid Spells LEVEL 5

				LEVEL 5					
Name	DC 24	Saving Throw	Time	Duration 1 minute/level	Range	Comp. V,S	Spell Resistance Yes	School Transmutation	Source
□□□□□ Animal Growth Effect: One animal/two levels doubles in size.	24	Fortitude negates	action	i minute/level		nimal/per tv	vo levels [Gargantuan to be more than 30 ft.	Caster Level: 15	PHB: pg.198
Anticold Sphere		None	1 standard	10 minutes/level	apart 10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pa 13
Effect:			action		Target: 10-ftradius			Caster Level: 15	9
Immune to cold and Hedge creatures of the cold subtype. Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F,	Yes	Abjuration	PHB: pg.201
Effect: Removes burden of misdeeds from subject.					Target: Living creat	DF, XP ure touched		Caster Level: 15	
Awaken	24	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: pg.202
Effect: Animal or tree gains human intellect.					Target: Animal or tr			Caster Level: 15	
Baleful Polymorph	24	Fortitude negates, Wil	I 1 standard action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation	PHB: pg.202
Effect: Transforms subject into harmless animal.		F , 222			Target: One creatur	e		Caster Level: 15	
□□□□□ Bite of the Weretiger	24	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor.					Target: You			Caster Level: 15	
Call Lightning Storm	24	Reflex half	1 round	1 minute/level	Long (1000 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
Effect: Calls down one lightning bolt/level [max 15] over duration					Target: One or more lightning			Caster Level: 15	00 B: 40
Cloak of the Sea	24	Will negates [harmless]	action	1 hour/level [D]	Touch Target: Creature to	V,S,DF	Yes [harmless]	Transmutation Caster Level: 15	SC: Pg.48
Bestows water breathing, blur & doesn't take nonlethal da	mage.	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation	SC: Pq.50
Effect:					Target: 1-mile-radiu			[Cold] Caster Level: 15	- 9
Lowers temperature by 5 degrees per level [Max 50 degrees] Commune with Nature	ees]	None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.					Target: You			Caster Level: 15	
□□□□□ Control Winds	24	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Ai]PHB: pg.214
Effect: Change wind direction and speed.					Target: 40 ft./level r		er 40 ft. high	Caster Level: 15	
Cure Critical Wounds	24	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 4d8 +1/level [max +20] damage.		None	1 atondord	1 minute/loyal [D]	Target: Creature to	v.S	No	Caster Level: 15	CC: Da 50
Dance of the Unicorn Effect:		None	action	1 minute/level [D]	5 ft./level		tion centered on you	Abjuration Caster Level: 15	SC: Pg.58
Purifies surrounding area; see text.	24	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
Effect:		(harmless)	action		Target: Living creat			Caster Level: 15	
Grants immunity to death spells and negative energy effe	cts. 24	Fortitude negates		Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.65
Effect:	domoa	ol. Torgot only attacks u	action		Target: One living of	reature		Caster Level: 15	
Creature becomes hungry and grows fangs [See text for o	Janiay	None		1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: Pg.77
Effect: See, hear and speak through a specific animal skull at an	v dista	nce.	dollori		Target: Animal skul	I touched		Caster Level: 15	
□□□□□ Fireward		None	1 standard action	1 hour/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.94
Effect: As quench; suppresses all magical fire spells					Target: One 20-ft. o		-	Caster Level: 15	
Hallow Effect:	24	See text	24 hours	Instantaneous	Touch Target: 40-ft, radius	V,S,M, DF emanating	See text from the touched point	Evocation [Good] Caster Level: 15	PHB: pg.238
Designates location as holy. Designates location as holy.	24	Will negates	1 standard	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.110
Effect:		[harmless]	action			a volume n	o greater than 10 cu.	(Healing) Caster Level: 15	
Functions as heal, except it only affects your animal comp Inferno	24	Fortitude partial; see		6 rounds; see text	ft./level; see text Close (60 ft.)	V,S,M	Yes	Transmutation	SC: Pg.123
Effect: Cause single creature to burst in flames causing 6d6 and	decre	text ases 1d6 each round (m	action in 1d6l for d	uration of spell	Target: One creatur	е		[Fire] Caster Level: 15	
Insect Plague	, , , , ,	None		1 minute/level	Long (1000 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
Effect: Locust swarms attack creatures.						cent to at le	ast one other swarm	Caster Level: 15	
□□□□□Jungle's Rapture	24	Will negates	1 standard action	Permanent [D]	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.128
Effect: Target takes 1d6 Dex damage, each day victim takes add			1 ot== ! · · ·	1 hourslovel	Target: One living n			Caster Level: 15	SC: Da 420
□□□□ Mantle of the Icy Soul Effect:	24	Will negates	1 standard action	1 hour/level	Touch Target: Creature to	V,S,M uched	Yes	Transmutation [Cold] Caster Level: 15	SC: Pg.138
Grants Cold Subtype to target.	24	Fortitude negates	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SC: Pg.140
Effect:			action		Target: One living of			Caster Level: 15	. 5
Permanenty drain 1d6 Intelligence, with 1 pt loss each round Owl's Insight	and the	Fortitude negates	1 standard	1 hour	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.152
Effect:	۰ ۱۱۰	[harmless]	action		Target: Creature to	uched		Caster Level: 15	
Gain half your caster level as an enhancement bonus to V	Visdon 24	Will half [harmless];		Instantaneous	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.152
Effect: Removes most conditions; see text.		see text	action		Target: Creature to	uched		(Healing) Caster Level: 15	
Phantom Stag	24	None; See text	1 standard action	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	SC: Pg.157
Effect: You conjure a quasi-real, staglike creature; see text					Target: One quasi-r	eal staglike	creature	Caster Level: 15	
□□□□□ Plant Body	24	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.159
Effect: Gain some plant-like qualities; immune to extra dama	age fr	om criticals, mind-affec	ting spells,	poison, sleep, paralysis, stunning ar	Target: You nd			Caster Level: 15	
polymorphing; see text				* =Domain/Speciality Spell					

⁼Domain/Speciality Spell

□□□□□ Poison Thorns	24	See text	1 standard	1 round/level	Personal	V	No		
			action		reisonai	٧	140	Transmutation	SC: Pg.159
Effect:			action		Target: You			Caster Level: 15	
As thornskin, except creatures grappling you get a dose Quill Blast	of poiso	Reflex half; see text	1 standard	Instantaneous	20 ft.	V,S,M	Yes	Conjuration	SC: Pg.164
Effect:			action		Target: 20-ftradius	s spread, ce	ntered on you	(Creation) Caster Level: 15	
Targets struck by quills [each quill does 1d6], size of targ	gets det	ermines amount of quills Will negates	s; see text 1 standard	2 rounds	Touch	V,S,M	Yes [harmless]	Conjuration	SC: Pg.172
Rejuventation Cocoon	24	[harmless]	action	2 Tourius				(Healing)	3C. Fg.172
Effect: Heals and protects target; see text.					Target: Willing crea	ture touche	d	Caster Level: 15	
□□□□□ Sirine's Grace	24	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Evocation	SC: Pg.191
Effect:					Target: You			Caster Level: 15	
Gain +4 to Cha & Dex, deflection bonus to AC equal to y	our CH	A bonus, a +8 bonus to None		cks, gain swim speed 60 ft; see text. Instantaneous	Touch	V,S,M/DF	No	Transmutation	SC: Pg.208
Effect:			action				ouched, up to 10 cu. ft.	[Earth]	· ·
Sculpts stone into any shape.					+ 10 cu. ft./level				
Stoneskin	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
Effect: Ignore 10 points of damage per attack.					Target: Creature to	uched		Caster Level: 15	
□□□□□Summon Nature's Ally V		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration	PHB: pg.289
Effect:					Target: One or mor	e creatures	, no two of which can be	(Summoning) e Caster Level: 15	
Calls creature to fight.	24	N/A	1 standard	1 round/level	more than 30 ft. apa Personal	v,s,DF	N/A	Conjuration	SC: Pg.217
· ·			action	T Tourist Tourist		٠,٥,٥.		(Teleportation)	00.1 g.2.1
Effect: As tree stride, instead you use pools of water.					Target: You			Caster Level: 15	
□□□□□ Transmute Mud to Rock	24	See text	1 standard action	Permanent	Medium (250 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
Effect:					Target: Up to two 1	0 ft. cubes/l	evel [S]	Caster Level: 15	
Transforms 2 10-ft. cubes/level. Transmute Rock to Mud	24	See text		Permanent; see text	Medium (250 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.295
Effect:			action		Target: Up to two 1	0 ft. cubes/l	evel [S]	[Earth] Caster Level: 15	
Transforms 2 10-ft. cubes/level.		None	1 stonder	1 hour/level or until oversalada as the			No No	Conjuration	DHB: pc 206
Tree Stride		None	action	1 hour/level or until expended; see text		V,3, DF	NO	(Teleportation)	PHB: pg.296
Effect: Step from one tree to another far away.					Target: You			Caster Level: 15	
UUUUVigor, Greater	24	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect:					Target: Living creat	ure touched	ı	Caster Level: 15	
Same as lesser vigor except it grants target fast healing Wall of Fire	ability fo	or the duration of the sp None		Itomatically healed per round. Concentration + 1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
Effect:			action				up to 20 ft./level long o	or Castor Loval: 15	
	ing thro	ugh wall deals 2d6 +1/le	vel damage		a ring of fire with a	radius of up	to 5 ft./2 levels; either	or Caster Level. 13	
Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Pass					form 20 ft. high	V,S	No	Conjuration	PHB: pg.300
-		None	1 standard	10 minutes/level [D]	Medium (250 ft.)				
Deals 204 life damage out 10 it. and 104 out 20 it. Pass		None	1 standard action	10 minutes/level [D]			o to one 10-ft.	(Creation) Caster Level: 15	
☐☐☐☐ Wall of Thorns Effect: Thorns damage anyone who tries to pass.	24		action		Target: Wall of thoroube/level [S]	ny brush, uj		Caster Level: 15	CC: Da 220
Unity Wall of Thorns Effect: Thorns damage anyone who tries to pass.	24	None Fortitude negates [harmless]	action	10 minutes/level [D] 1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S	o to one 10-ft. Yes [harmless]	Caster Level: 15 Evocation	SC: Pg.239
☐☐☐☐ Wall of Thorns Effect: Thorns damage anyone who tries to pass.		Fortitude negates [harmless]	action 1 standard		Target: Wall of thoroube/level [S]	ny brush, up V,S		Caster Level: 15	SC: Pg.239
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect:		Fortitude negates [harmless]	action 1 standard	1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S		Caster Level: 15 Evocation	SC: Pg.239
Effect: Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range	ged atta	Fortitude negates [harmless] cks.	action 1 standard action	1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creatur	ny brush, up V,S re/level	Yes [harmless]	Caster Level: 15 Evocation Caster Level: 15	
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect:		Fortitude negates [harmless] cks. Saving Throw Reflex negates; see	action 1 standard action Time 1 standard	1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S		Caster Level: 15 Evocation	SC: Pg.239 Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Doubles range and grants +5 competence bonus to range and gra	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	action 1 standard action	1 round/level LEVEL 6 Duration	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creatur Range 20 feet Target: All sighted of	V,S re/level Comp. V,S	Yes [harmless] Spell Resistance	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light]	Source
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you	v,s re/level Comp. V,S creatures wi	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.)	v,s comp. v,s creatures wi	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold]	Source
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text I [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot	V,S Comp. V,S creatures wi V,S w up to 20	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15	Source SC: Pg.11 SC: Pg.12
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text.	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft.	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text.	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text I [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Maimate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect:	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text I [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft.	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name	DC 25 er 2 leve	Fortitude negates [harmless] kks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None None	1 standard action Time 1 standard action 1 standard action 1 round	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius	v,s comp. v,s creatures wi v,s ow up to 20 v,s, DF s emanation	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Mam	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text el [max 10d6]; see text None N/A of a bulutte. Will negates	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snc 10 ft. Target: 10-ftradius Personal	Comp. V,S creatures wi V,S ow up to 20 V,S,DF s emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Shell Effect: 10-ft. field hedges out living creatures. Manimate Shell Effect: 10-ft. field hedges out living creatures. Manimate Shell Effect: 10-ft. field hedges out living creatures. Manimate Shell Effect: 10-ft. field hedges out living creatures.	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lone None N/A of a bulutte.	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.)	v,s Comp. V,S creatures wir V,S w up to 20 V,S,DF e emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name	DC 25 25 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None None N/A of a bulutte. Will negates (harmless)	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: U-ft. field hedges out living creatures. Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the of the Company of the Stell Effect: As bear's endurance, affects 1 subject/level. Bite of the Werebear	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text el [max 10d6]; see text None N/A of a bulutte. Will negates	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal	v,s Comp. V,S creatures wir V,S w up to 20 V,S,DF e emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Mam	DC 25 err 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text None None N/A of a bulutte. Will negates (harmless)	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: U-ft. field hedges out living creatures. Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the of the Company of the Stell Effect: As bear's endurance, affects 1 subject/level. Bite of the Werebear	DC 25 err 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text light [max 10d6]; see text None None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see Fortitude negates; see	1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: 10-ft. field hedges out living creatures. Maper of the Earth Hunter Effect: You assume the physical appearance and many of the good of the Series of the Werebear Effect: As bear's endurance, affects 1 subject/level. Maper of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo	DC 25 25 25 25 25 25 25 27 25 27 25 27 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text Fortitude negates; see text	1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: You 60 ft. Target: You 60 ft.	v,s creatures wi v,s ow up to 20 v,s,DF s emanation v,s,M,DF v,s,DF evel, no two v,s,M	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snow Effect: 10-1. field hedges out living creatures. Manimate Shell Effect: 10-1. field hedges out living creatures. Manimate Shell Effect: Tou assume the physical appearance and many of the or assume the physical appearance, Mass Effect: Manimate Shell Effect: Gain 45 bonus to Str. +2 Dex. +8 Con. +7 natural armoderation of the control of the Shell Effect: Gain 416 bonus to Str. +2 Dex. +8 Con. +7 natural armoderation of the Shell Blood Sirocco blows out from your location with the force	DC 25 25 25 25 25 25 25 27 25 27 25 27 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text Fortitude negates; see text	1 standard action 2 standard action 3 standard action 4 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: You 60 ft.	v,s re/level Comp. V,S creatures wir V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,M,DF V,S,M V,S ad emanatic	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the opening of the physical appearance and many of the opening of the physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical physica	DC 25 25 25 25 25 25 c of a win	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Rone None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; ser text adstorm [DMG 95]; see	1 standard action 2 standard action 3 standard action 4 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.)	v,s creatures wi v,s w up to 20 v,s,DF s emanation v,s,M,DF v,s,M v,s d emanatic v,s,M/DF v,s,M/DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snell Effect: 10-ft. field hedges out living creatures. Mappert of the Earth Hunter Effect: 10-ft. field hedges out living creatures. Mappert of the Earth Hunter Effect: As bear's endurance, affects 1 subject/level. Mappert of the Werebear Effect: As ball's strength, Mass Effect: Blood sirocco blows out from your location with the force Mappert of the Strength, Mass Effect: Blood sirocco blows out from your location with the force Mappert of the Strength, Mass Effect: Blood sirocco blows out from your location with the force	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] kks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) fortitude negates; see text Will negates (harmless)	1 standard action 2 standard action 1 standard action 2 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lr than 30 ft. apart	Comp. V.S re/level Comp. V.S creatures wi V.S ow up to 20 V.S, DF s emanation V.S,M,DF V.S, M,DF V.S, M V,S,M V,S,M V,S,M/DF V,S	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Shell Effect: 10-ft. field hedges out living creatures. Mappet of the Earth Hunter Effect: You assume the physical appearance and many of the orange of the Series of th	DC 25 25 25 25 25 25 c of a win	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text all [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text text hodstorm [DMG 95]; see Will negates Will negates	1 standard action 2 standard action 1 standard action 2 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 10-ftradius Personal Target: You Close (60 ft.) Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lethan 30 ft. apart Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snow Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: Soin Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the complete of the Werebear Effect: Mass endurance, affects 1 subject/level. Mass effect: Main +16 bonus to Str. +2 Dex. +8 Con, +7 natural armodyles of the Werebear Effect: Mass effect: Mass effect: As bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Cat's Grace, Mass Effect:	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text In [max 10d6]; see text None N/A Of a bulutte. Will negates (harmless) N/A Claws and bite attack; see text Addition [DMG 95]; see Will negates (harmless) Will negates Will negates Will negates Will negates	1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Lose (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Shell Effect: 10-ft. field hedges out living creatures. Mappet of the Earth Hunter Effect: You assume the physical appearance and many of the orange of the Series of th	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text In [max 10d6]; see text None N/A Of a bulutte. Will negates (harmless) N/A Claws and bite attack; see text Addition [DMG 95]; see Will negates (harmless) Will negates Will negates Will negates Will negates	1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s,m,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Shell Effect: 10-ft. field hedges out living creatures. Bear's endurance, affects 1 subject/level. Bear's endurance, affects 1 subject/level. Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall	ped attar DC 25 25 25 25 25 26 or Gain 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) Will negates (harmless) Will negates (harmless) Reflex half	1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level I minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s, DF v,s, M,DF v,s, M/DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the search of the Werebear Effect: Bibliod Sirocco Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Comet falls to the ground dealing 1d6/level [max 15d6] telect: Comet falls to the ground dealing 1d6/level [max 15d6] telect:	DC 25 25 25 25 26 27 26 or a win 25 25 26 27 27 28 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Rone Rone Rone Rone Rone Rone Rone Rone	action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Medium (250 ft.) Target: 400-pound l	v,s, DF evel, no two v,s,M/DF evel, no two	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes of which can be more No and ice	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Conjuration (Creation) Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.207 SC: Pg.50
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snow Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the sear's endurance, affects 1 subject/level. Bear's Endurance, affects 1 subject/level. Blood sirocco blows out from your location with the force of the sear's grace, affects one subject / level. Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to a come of the sear of the sear's grace of the subject/level. Cometfall Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to a come of the sear's grace of the s	ped attar DC 25 25 25 25 25 26 or Gain 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) Will negates (harmless) Will negates (harmless) Reflex half	action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 400-pound ft. Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the search of the Werebear Effect: Bibliod Sirocco Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Comet falls to the ground dealing 1d6/level [max 15d6] telect: Comet falls to the ground dealing 1d6/level [max 15d6] telect:	pc 25 25 25 25 25 26 of a win 25 25 26 o everyty 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text let [max 1046]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text whild the pagates; see text lodstorm [DMG 95]; see Will negates (harmless) Will negates (harmless) Will negates (harmless)	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 400-pound ft. Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more No and ice Yes (harmless) or Yes Yes (harmless) or Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.207 SC: Pg.50
Wall of Thorns Effect: Thorns damage anyone who tries to pass.	pc 25 25 25 25 25 26 of a win 25 25 26 o everyty 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text let [max 1046]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text whild the pagates; see text lodstorm [DMG 95]; see Will negates (harmless) Will negates (harmless) Will negates (harmless)	action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thor cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 400-pound l Close (60 ft.) Target: 400-pound l Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208 SC: Pg.50 PHB: pg.216
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the start of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force of the start of the were start of the star	ped attar DC 25 25 25 25 25 26 of a wir. 25 25 25 25 25 25 25 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; se text will negates (harmless)	action 1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level 1 minute/level Instantaneous their Reflex are prone; see text Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: You 60 ft. Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 400-pound l Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s,m/DF v,s	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes of which can be more No and ice Yes (harmless) or Yes see text of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Caster Level: 15 Conjuration (Caster Level: 15 Conjuration (Caster Level: 15 S; Conjuration (Healing) Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208 SC: Pg.50 PHB: pg.216
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snow Effect: 10-ft. field hedges out living creatures. Maspect of the Earth Hunter Effect: You assume the physical appearance and many of the orange of the Sarth Hunter Effect: As bear's Endurance, Mass Effect: As bear's endurance, affects 1 subject/level. Maspect of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Maspect of the Werebear Effect: As bull's Strength, Mass Effect: As bull's Strength, Mass Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level. Maspect of the Werebear Effect: As cat's grace, affects 1 subject/level.	ped attar DC 25 25 25 25 25 26 of a wir. 25 25 25 25 25 25 25 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; se text will negates (harmless)	action 1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level 1 minute/level Instantaneous their Reflex are prone; see text Instantaneous	Target: Wall of thor cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.)	v,s,m/DF v,s	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes of which can be more No and ice Yes (harmless) or Yes see text of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Creation] Caster Level: 15 Evocation [Force]	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208 SC: Pg.50 PHB: pg.216
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				Druid Spells				
Drown Effect:	25	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.) V,S Target: One living creature	Yes	Conjuration (Creation) [Water] Caster Level: 15	SC: Pg.74
Subject immediately falls unconcious, drops to 0 HP, next	round	-1 HP and is dying. None	1 standard	24 hours	Touch V,S	Yes [harmless]	Abjuration	SC: Pg.80
Effect: Become immune to one energy type.		None	action	24 110013	Target: Creature touched	res (narmess)	Caster Level: 15	30. Fg.00
Effect:	25	Reflex negates	1 standard action	1 round/level [D]	Medium (250 ft.) V,S,M Target: Cocoon of force arc	Yes und one Large or smaller	Evocation [Force] Caster Level: 15	SC: Pg.83
Cocoon holds creature unless it breaks free; see text. Cocoon Extract Water Elemental Effect:	25	Fortitude half	1 standard action	Instantaneous	creature Close (60 ft.) V,S Target: One living creature	Yes	Transmutation [Water] Caster Level: 15	SC: Pg.86
Creature takes 1d6/caster level [max 20d6], if slain you ge	et a war 25	ter elemental you can co None or Will negates (harmless)			Personal or touch V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
Effect: Shows most direct way to a location. Graph Fire Seeds	25			10 minutes/level or until used	Target: You or creature tou Touch V,S,M	No	Caster Level: 15 Conjuration	PHB: pg.230
Effect: Acorns and berries become grenades and bombs.	25	see text See text	action	1 round/level	Target: Up to four touched touched holly berries Touch V,S,DF		(Creation) [Fire] Caster Level: 15 Evocation [Fire]	CC: D= 04
Effect: Deal an extra 1 pt/caster level [max 15 pts] of fire damage			action	i round/level	Target: Creature touched	text	Caster Level: 15	SC: Pg.94
Freeze	25	Reflex partial; see text		1 round/2 levels	Medium (250 ft.) V,S,DF Target: Ray	Yes	Conjuration (Creation) [Cold] Caster Level: 15	SC: Pg.99
Ranged touch attack deals 2d6 cold damage; see text Hide the Path Effect:		None	10 minutes	24 hours [D]	Anywhere in the V,S,F area to be warded Target: Up to 200 sq.ft./leve	No I [S]	Abjuration Caster Level: 15	SC: Pg.114
Protects area against divinations; see text Hungry Gizzard	25	Reflex negates	1 standard action	1 round/level [D]	Medium (250 ft.) V,S,M	Yes	Conjuration (Creation)	SC: Pg.117
Effect: Creature gets trapped inside a gizzard that does 2d8+8 cr		, 1d8 acid Reflex half	1 standard	Instantaneous	Target: One medium or small Long (1000 ft.) V,S	aller creature No	Caster Level: 15 Transmutation	SC: Pg.119
Effect: Creates dense rumble and causes 1d6/caster level [max 1]			action		Target: 20-ftradius burst	110	[Cold] Caster Level: 15	55.1 g.118
in Ironwood		None	1 minute/lb. created	1 day/level [D]	0 ft. V,S,M	No	Transmutation	PHB: pg.246
Magic wood is strong as steel.		None	10 minutos	s 1 day/level [D]	Target: An ironwood object Touch V,S	Weigning up to 5 ibs/level	Caster Level: 15 Transmutation	PHB: pg.248
Effect: Oak becomes treant guardian.		None	TO minutes	s i dayriever [D]	Target: Tree touched	INO	Caster Level: 15	гп ь . ру.240
□□□□ Miasma Effect:	25	Fortitude negates; see text	1 standard action	3 rounds/level	Close (60 ft.) V,S,DF Target: One living creature	Yes	Evocation Caster Level: 15	SC: Pg.141
Gas cloud suffocates target. Gas cloud suffocates target. Gas cloud suffocates target.		None	See text	Instantaneous	Long (1000 ft.) V,S,M Target: Dirt in an area up to	No	Transmutation [Earth] Caster Level: 15	PHB: pg.257
Digs trenches and build hills.	25	Will negates	1 atondord	1 minute/level	10 ft. deep [S]	DF Yes	Transmutation	PHB: pg.259
Owl's Wisdom, Mass	20	(harmless)	action	Timilatorievei	Target: 1 creature/level, no			1 11b. pg.200
As owl's wisdom, affects one subject/ level. Phantasmal Disorientation	25	Will negates; see text	1 standard action	1 minute/level [D]	than 30 ft. apart Medium (250 ft.) V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
Effect: Need to make a Will save to discern true landarks; see te The property of the proper	ct	None	1 standard	1 minute/level [D]	Target: One living creature 60 ft. V,S	No	Caster Level: 15 Transmutation	PHB: pg.271
Effect: Pushes away wooden objects.			action		Target: 60 ft. line-shaped e	manation from you	Caster Level: 15	
Resistance, Superior	25	Will negates [harmless]	1 standard action	24 hours	Touch V,S,M/ Target: Creature touched	DF Yes [harmless]	Abjuration Caster Level: 15	SC: Pg.174
As resistance, except you grant the subject +6 resistance Spellstaff Effect:	bonus. 25	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch V,S,F Target: Wooden quarterstal	Yes (object)	Transmutation Caster Level: 15	PHB: pg.283
Stores one spell in wooden quarterstaff. Stores one spell in wooden quarterstaff.	25	See text		24 hours/level	Medium (250 ft.) V,S	Yes [object]	Conjuration	SC: Pg.209
Effect: Conjures stony arms that grapple anything that comes wit	hin ran	ge. None	action 10 minutes	: 1 minute/level	Target: One 10-ft. square/le Personal V,S, D		(Creation) [Earth] Caster Level: 15 Divination	PHB: pg.284
Effect: Talk to natural or worked stone.					Target: You		Caster Level: 15	
Summon Greater Elemental		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.) V,S,DF Target: One summoned ele		Conjuration (Summoning) [see text] Caster Level: 15	SC: Pg.214
Summons a greater elemental [MM 96-100]; see text		None	1 round	1 round/level [D]	Close (60 ft.) V,S, D		Conjuration	PHB: pg.289
Effect: Calls creature to fight.	6-	D. //- L. //			Target: One or more creature more than 30 ft. apart			00 B. 077
Effect: Creates a huge wave of water; see text.	25	Reflex half	1 standard action	Instantaneous	Medium (250 ft.) V,S Target: One creature or all burst	Yes creatures in a 20-ftradius	Evocation [Water] Caster Level: 15	SC: Pg.220
Creates a nuge wave of water; see text. Tortoise Shell Effect:		None	1 standard action	10 minutes/level	Touch V,S,DF Target: Living creature touc		Transmutation Caster Level: 15	SC: Pg.221
Grants +6 enhancement bonus to subject's existing natura Transport via Plants Effect:		r bonus, plus 1 per thre None	e caster lev 1 standard action		Unlimited V,S Target: You and touched of	No	Conjuration (Teleportation) Caster Level: 15	PHB: pg.295
Move instantly from one plant to another of the same kind Vigorous Circle	25	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	willing creatures 20 ft. V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fast	healin 25	g ability for the duration See text		at 3 hp automatically healed per round Instantaneous	Medium (250 ft.) V,S,M/	DF No	Conjuration (Creation) [Earth]	PHB: pg.299
Effect: Creates a stone wall that can be shaped.				* =Domain/Speciality Spell	Target: Stone wall whose a square/level [S]	rea is up to one 5-ft.	Caster Level: 15	

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 7

				LEVEL /					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Plants		None	1 standard action	1 round/level or hours; see text	Close (60 ft.)	V	No	Transmutation	PHB: pg.199
Effect: One or more plants animate and fight for you.					Target: One/per 3 I within range; see to		plants or all plants	Caster Level: 15	
□□□□ Aura of Vitality	26	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.18
ffect:		[namiess]	action		Target: One creatu	re/3 levels,	no two of which can be	Caster Level: 15	
+4 morale bonus to Str, Dex and Con.	26	Will negates	1 standard	1 minute/level	more than 30 ft. ap Close (60 ft.)	art V,S	Yes [harmless,object]	Transmutation	SC: Pq.40
iffect:		[harmless,object]	action						3
Transform weapons into brilliant energy.					Target: One melee projectiles			Caster Level: 15	
Changestaff		None	1 round	1 hour/level [D]	Touch	V,S,F	No	Transmutation	PHB: pg.208
Effect: Your staff becomes a treant on command.					Target: Your touch	ed staff		Caster Level: 15	
□□□□□ Cloud-walkers	26	Reflex negates [harmless]	1 standard action	10 minutes/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.49
ffect: Imbues each subject with fly speed of 60 [perfect] but only	, outde				Target: One creatu	re/level		Caster Level: 15	
Control Weather	y outuc	None	10	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
			minutes; see text						
Effect: Changes weather in local area.					Target: 2-mile-radio	ıs circle, cei	ntered on you; see text	Caster Level: 15	
Creeping Doom		None	1 round	1 minute/level	Close (60 ft.)	V,S	No	Conjuration	PHB: pg.215
ffect:					Target: one swarm	of centiped	es/2 levels	(Summoning) Caster Level: 15	
Swarms of centipedes attack at your command. Cure Moderate Wounds, Mass	26	Will half (harmless) or	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes	:Conjuration	PHB: pg.216
Effect:		Will half; see text	action		` '		see text	(Healing)	10-1-
Cures 2d8 +1/level [max +30] damage for many creatures					than 30 ft. apart		of which can be more		
☐☐☐☐ Fire Storm	26	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
iffect: Deals 1d6/level [max 20d6] fire damage.					Target: 2 10-ft. cub	es/level [S]		Caster Level: 15	
DDDD Heal	26	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
Effect:	and ma				Target: Creature to	uched		Caster Level: 15	
Cures 10 points of damage/level [max 150], all diseases a	26	N/A		Instantaneous	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
Effect:			action		Target: You			Caster Level: 15	
Travel instantly through the earth to the exact location you	u choo: 26	se. Will negates	1 standard	1 hour/level	See text	V,S	Yes	Divination	PHB: pg.275
□□□□□Scrying, Greater	20	Will riegates	action	i iloui/ievei			163	(Scrying)	гты. pg.275
Effect: As scrying, but faster and longer.					Target: Magical ser	nsor		Caster Level: 15	
□□□□□ Shifting Paths	26	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (250 ft.)	V,S	Yes	Illusion (Glamer)	SC: Pg.188
iffect: Creates an illusionary path and hides a path chosen by yo		-			Target: 1-mile radiu	ıs + 1 mile/le	evel	Caster Level: 15	
Slime Wave	26	Reflex negates		1 round/level	Close (60 ft.)	V,S,M	No	Conjuration	SC: Pg.192
Effect:			action		Target: 15 ftradius	spread		(Summoning) Caster Level: 15	
Green slime covers everything in area, dealing damage to	every 26	thing; see text. See text	1 round	4 rounds	Long (1000 ft.)	V,S	Yes	Conjuration	SC: Pg.209
Storm of Elemental Fury	20	OCC TOXE	riodila	4 Tourius				(Summoning)	00. 1 g.203
iffect: See text.					ground	s storm clou	d, 200 feet above the	Caster Level: 15	
□□□□□ Storm Tower	26	Fortitude negates; see text	1 round	1 round/level [D]	Long (1000 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
Effect: Absorbs any electricity damage and magic missiles; see t	ovt				Target: Cylinder 10	0-ft. tall, 20-	ftradius	Caster Level: 15	
Summon Nature's Ally VII	CAL.	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration	PHB: pg.289
Effect:							no two of which can be	(Summoning) Caster Level: 15	
Calls creature to fight.	26	Reflex negates and	1 standard	1 round/level or until all beams are	more than 30 ft. ap		Yes	Evocation [Light]	PHR: ng 280
Sunbeam	20			exhausted			. 30		. 1.5. pg.203
iffect: Up to 5 beams blind and deal 4d6 damage; undead take					Target: Line from y			Caster Level: 15	
□□□□ Swamp Lung	26	Fortitude negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.216
iffect: Causes stagnant swamp water to fill the subject's lungs; s	oo to	t			Target: One living of	creature with	a respiratory system	Caster Level: 15	
Transmute Metal to Wood	JGC ICX	None		Instantaneous	Long (1000 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: pg.294
Effect:			action		Target: All metal ob	jects within	a 40-ftradius burst	Caster Level: 15	
Metal within 40 ft. becomes wood.	26	Will negates	1 standard	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
True Seeing	20	(harmless)	action	i ilimiate/ievei			res (namiless)		1 11b. pg.230
ffect: Lets you see all things as they really are.					Target: Creature to			Caster Level: 15	
□□□□ Waterspout	26	Reflex negates	1 round	1 round/level	Long (1000 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.236
ffect:					Target: Cylinder [5-	ft. radius, 8	ft. high]	Caster Level: 15	
Create waterspout; see text	26			1 hour/level [D]; see text	Touch	V,S, DF	No and Yes	Transmutation [Ai	r]PHB: pg.302
Effect:		(harmless)	action	÷	Target: You and Or		(harmless)	Caster Level: 15	
You and your allies turn vaporous and travel fast.	00	Name a 1400	4 -1 - 1 -	lestestes en					CC- D- 246
□□□□□ Word of Balance	26	None or Will negates; see text	1 standard action	instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: Pg.242
Effect: Speaks a word that affects creatures; see text.					Target: Creatures in you	n a 30-ftra	dies spread centered or	Caster Level: 15	
				E\/E 0					
	_			LEVEL 8	_		- "- (
Name	DC 27	Saving Throw None: see text	Time 1 standard	Duration 1 hour/level [D]	Range Close (60 ft)	Comp.	Spell Resistance Yes (harmless)	School Transmutation	Source PHR: ng 198

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Shapes	27	None; see text	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.198
Effect: One ally/level polymorphs into chosen animal.					Target: Up to one v of each other	villing creatu	re/level, all within 30 ft	. Caster Level: 15	
□□□□□ Awaken, Mass	27	See text	24 hours	Instantaneous	Medium (250 ft.)	V,S,DF,XF	Yes	Transmutation	SC: Pg.21
Effect: You awaken one or more trees or animals to humanlike	sentien	ce. All awakened creatu	res must be	of the same type.	Target: One animal may be more than		evels, no two of which	Caster Level: 15	
□□□□ Bombardment	27	Reflex half; see text	1 standard action	Instantaneous	Long (1000 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.37
Effect: Creatures take 1d8/caster level [max 20d8] and is buried	under	5 ft of rubble; see text.			Target: Cylinder [15	5-ft. radius,	40 ft. high]	Caster Level: 15	
Brilliant Aura	27	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
Effect: Functions as brilliant blade, except all subject creatures	weapor	ns gain brilliant energy s	pecial ability		Target: Weapons of two of which are me		e creature/2 levels, no ft. apart	Caster Level: 15	
				* =Domain/Speciality Spell					

				Di ulu Spelis					
Cocoon Cocoon	27	Fortitude negates	1 round	Instantaneous	Close (60 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: Pg.49
Effect: Corpse begins rebirth process if cast on it within 1 roun	d/level.				Target: One corpse	:		Caster Level: 15	
Control Plants	27	Will negates	1 standard	1 minute/level	Close (60 ft.)	V,S, DF	No	Transmutation	PHB: pg.213
Effect: Control actions of one or more plant creatures.			dollori		Target: 2 HD/level of can be more than 3		tures, no two of which	Caster Level: 15	
Cure Serious Wounds, Mass	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes see text	;Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +35] damage for many creatu	res.	. ,			Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more		
□□□□□ Deadfall	27	Reflex partial; see tex	t 1 standard action	Instantaneous; see text	Long (1000 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.59
Effect: Deal 1d6/level [max 20d6] to all in the area and on faile	d savo t	how are knocked prope			Target: Mass of dea radius, 40 ft. high];	ad wood for	ming in a cylinder [20-ft		
Earthquake	27	See text	1 standard	1 round	Long (1000 ft.)		No	Evocation [Earth]	PHB: pg.225
Effect:			action		Target: 80-ftradius			Caster Level: 15	13
Intense tremor shakes 80-ftradius.					-				
□□□□□ Finger of Death	27	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Death]	PHB: pg.230
Effect: Kills one subject.					Target: One living of	creature		Caster Level: 15	
□□□□□ Maelstrom	27	Reflex negates; see	1 round	1 round/level	Long (1000 ft.)	V,S,DF	No	Conjuration	SC: Pg.135
Effect: Creates a maelstrom which affects waterborne creature	os: saa ti	text			Target: A whirlpool	120 ft. wide	and 60 ft. deep	(Creation) [Water] Caster Level: 15	
Phantom Wolf	23, 300 (None	1 round	Concentration up to 1 round/level	Medium (250 ft.)	V,S,DF	No	Conjuration	SC: Pg.157
Effect: Conjure phantom wolf to do your bidding.					Target: One summo	oned phanto	m wolf	(Summoning) Caster Level: 15	
Red Tide	27	Fortitude partial; see text	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	Yes	Evocation [Water]	SC: Pg.170
Effect: Creatures knocked prone unless they save; see text for	failed s				Target: 30-ftradius	s burst		Caster Level: 15	
Effect: Creatures knocked prone unless they save; see text for Creatures Repel Metal or Stone	failed s		1 standard	1 round/level [D]	Target: 30-ftradius	s burst V,S	No	Caster Level: 15 Abjuration [Earth]	PHB: pg.271
Creatures knocked prone unless they save; see text for	failed s	ave results.		1 round/level [D]		V,S	No		PHB: pg.271
Creatures knocked prone unless they save; see text for Repel Metal or Stone	failed s	ave results.	1 standard action 1 standard	1 round/level [D] 1 round/level [D]	60 ft.	V,S		Abjuration [Earth]	PHB: pg.271 PHB: pg.273
Creatures knocked prone unless they save; see text for Repel Metal or Stone Effect: Pushes away metal and stone. Reverse Gravity Effect:		ave results. None	1 standard action		60 ft. Target: 60 ft. line from	V,S om you V,S,M/DF	No	Abjuration [Earth] Caster Level: 15	
Creatures knocked prone unless they save; see text for the save; see		ave results. None	1 standard action 1 standard action 1 standard		60 ft. Target: 60 ft. line from Medium (250 ft.)	V,S om you V,S,M/DF	No	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation	
Creatures knocked prone unless they save; see text for Creatures knocked prone unless they save; see text for Creatures knocked prone and stone. Effect: Pushes away metal and stone. Pushes away metal away metal and stone. Pushes away metal away m	27	ave results. None None; see text	1 standard action 1 standard action	1 round/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-6	V,S om you V,S,M/DF ft. cube/2 lev	No vels [S]	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.273
Creatures knocked prone unless they save; see text for the control of the control	27	ave results. None None; see text	1 standard action 1 standard action 1 standard action	1 round/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-10	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF	No vels [S]	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity]	PHB: pg.273
Creatures knocked prone unless they save; see text for the control of the control	27	ave results. None None; see text	1 standard action 1 standard action 1 standard action	1 round/level [D] 1 minute/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.)	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF	No Vels [S] N/A	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning)	PHB: pg.273 SC: Pg.210
Creatures knocked prone unless they save; see text for Pushes away metal and stone. Pushes away metal and stone. Reverse Gravity Effect: Objects and creatures fall upward. Stormrage Effect: Launch lightning bolts 1d6 per level; see text. Summon Nature's Ally VIII Effect: Calls creature to fight.	27	ave results. None None; see text N/A None	1 standard action 1 standard action 1 standard action 1 round	1 round/level [D] 1 minute/level [D] 1 round/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.) Target: One or more than 30 ft. api	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S, DF e creatures, art	No vels [S] N/A No no two of which can be	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15	PHB: pg.273 SC: Pg.210 PHB: pg.289
Creatures knocked prone unless they save; see text for Pushes away metal and stone. Pushes away metal and stone. Pushes away metal and stone. Chipers and creatures fall upward. Chipers and cr	27	ave results. None None; see text	1 standard action 1 standard action 1 standard action 1 round	1 round/level [D] 1 minute/level [D] 1 round/level [D]	60 ft. Target: 60 ft. line fn Medium (250 ft.) Target: Up to 1 10-l Personal Target: You Close (60 ft.) Target: One or mor	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S, DF e creatures,	No vels [S] N/A No no two of which can be	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning)	PHB: pg.273 SC: Pg.210 PHB: pg.289
Creatures knocked prone unless they save; see text for the save and th	27	ave results. None None; see text N/A None	1 standard action 1 standard action 1 standard action 1 round	1 round/level [D] 1 minute/level [D] 1 round/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.) Target: One or more than 30 ft. api	v,s,m/DF v,s,M/DF v,s,DF v,s,DF v,s,DF v,s,DF v,s,M/DF	No vels [S] N/A No no two of which can be	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15	PHB: pg.273 SC: Pg.210 PHB: pg.289
Creatures knocked prone unless they save; see text for Pushes away metal and stone. Pushes away metal and stone. Pushes away metal and stone. Chiect: Objects and creatures fall upward. Chiect: Objects and creatures fall upward. Chiect: Chiect: Summon Nature's Ally VIII Effect: Calls creature to fight. Calls creature to fight. Chiect: Calls creature to fight.	27	ave results. None None; see text N/A None Reflex partial; see tex	1 standard action 1 standard action 1 standard action 1 round 1 standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D]	60 ft. Target: 60 ft. line fn Medium (250 ft.) Target: Up to 1 10-4 Personal Target: You Close (60 ft.) Target: One or mor more than 30 ft. api Long (1000 ft.)	v,s,m/DF v,s,M/DF v,s,DF v,s,DF v,s,DF v,s,DF v,s,M/DF	No vels [S] N/A No no two of which can be	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) of Caster Level: 15 Evocation [Light]	PHB: pg.273 SC: Pg.210 PHB: pg.289
Creatures knocked prone unless they save; see text for Pushes away metal and stone. Pushes away metal and stone. Pushes away metal	27	None; see text N/A None Reflex partial; see tex	1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D] Instantaneous	60 ft. Target: 60 ft. line fm Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.) Target: One or mor more than 30 ft. apt. Long (1000 ft.) Target: 80-ftradius	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S,DF e creatures, art v,S,M/DF s burst V,S,DF	No vels [S] N/A No no two of which can be Yes Yes [harmless]	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Evocation [Light] Caster Level: 15	PHB: pg.273 SC: Pg.210 PHB: pg.289 PHB: pg.289
Creatures knocked prone unless they save; see text for the control of the control	27	ave results. None None; see text N/A None Reflex partial; see tex Fortitude negates [harmless] Reflex negates; see	standard action standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D] Instantaneous	60 ft. Target: 60 ft. line fm Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.) Target: One or mor more than 30 ft. app Long (1000 ft.) Target: 80-ftradius	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S,DF e creatures, art v,S,M/DF s burst V,S,DF	No vels [S] N/A No no two of which can be Yes Yes [harmless]	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Evocation [Light] Caster Level: 15 Tranmutation	PHB: pg.273 SC: Pg.210 PHB: pg.289 PHB: pg.289
Creatures knocked prone unless they save; see text for the control of the control	27 27 27	ave results. None None; see text N/A None Reflex partial; see tex Fortitude negates [harmless]	standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D] Instantaneous 1 round/level [D]	60 ft. Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-10 Personal Target: You Close (60 ft.) Target: One or more or more than 30 ft. app. Long (1000 ft.) Target: Willing created the second of	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S, DF e e creatures, art V,S,M/DF s burst V,S,DF ture touched V,S,DF	No vels [S] N/A No no two of which can be Yes Yes [harmless]	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Evocation [Light] Caster Level: 15 Tranmutation Caster Level: 15 Evocation [Air]	PHB: pg.273 SC: Pg.210 PHB: pg.289 PHB: pg.289 SC: Pg.228
Creatures knocked prone unless they save; see text for the control of the control	27 27 27	ave results. None None; see text N/A None Reflex partial; see tex Fortitude negates [harmless] Reflex negates; see text	1 standard action 1 standard action 1 standard action 1 round 1 standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D] Instantaneous 1 round/level [D] 1 round/level [D]	60 ft. Target: 60 ft. line fm Medium (250 ft.) Target: Up to 1 10-1 Personal Target: You Close (60 ft.) Target: One or mor more than 30 ft. app Long (1000 ft.) Target: Willing created the condition of the	V,S om you V,S,M/DF ft. cube/2 lev V,S,DF V,S, DF e e creatures, art V,S,M/DF s burst V,S,DF ture touched V,S,DF	No vels [S] N/A No no two of which can be Yes Yes [harmless] d Yes ase, 30 ft. wide at top, No or Yes (harmless,	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Evocation [Light] Caster Level: 15 Tranmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Conjuration	PHB: pg.273 SC: Pg.210 PHB: pg.289 PHB: pg.289 SC: Pg.228
Creatures knocked prone unless they save; see text for Pushes away metal and stone. Pushes away metal and stone. Pushes away metal and stone. Chipets and creatures fall upward. Calls creature to fight. Chipets and creature fall upward. Chipets and creature's Ally VIII Effect: Calls creature to fight. Chipets and can be defined and can pick up creatures. Cyclone deals damage and can pick up creatures.	27 27 27 27 27	None: see text N/A None Reflex partial; see tex Fortitude negates [harmless] Reflex negates; see text	standard action standard action standard action tround standard action	1 round/level [D] 1 minute/level [D] 1 round/level [D] Instantaneous 1 round/level [D] 1 round/level [D]	Medium (250 ft.) Target: 60 ft. line from Medium (250 ft.) Target: Up to 1 10-10 Personal Target: You Close (60 ft.) Target: One or more than 30 ft. api Long (1000 ft.) Target: 80-ftradius Touch Target: Willing creat	v,s, om you v,s,M/DF ft. cube/2 lev v,s,DF v,s, DF e creatures, art v,s,M/DF s burst v,s,DF ture touched v,s,DF ft. wide at b	No vels [S] N/A No no two of which can be Yes Yes [harmless] d Yes ase, 30 ft. wide at top, No or Yes (harmless, object)	Abjuration [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Evocation [Light] Caster Level: 15 Tranmutation Caster Level: 15 Evocation [Air] Caster Level: 15	PHB: pg.273 SC: Pg.210 PHB: pg.289 PHB: pg.289 SC: Pg.228 PHB: pg.301

^{* =}Domain/Speciality Spell

Desire'



] Illan
RACE
24
AGE
Female
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 4"
HEIGHT
140 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
<u>,</u>
PERSONALITY TRAITS
INTERESTS
, SPOKEN STYLE
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION
1

Description:Lv 10 Druid

HP:1d8+1

Skills:+9

Spell Points:2d6+6

Feat:+1

Biography:

Notes:	
Character Sheet Notes:	