

EQUIPMENT		Eclipse Abilities
ITEM LOCATION QTY  Leather +1 Equipped 1	WT CO	T   Character Points Total [Eclipse]
Ashiera's Scythe Equipped 1	10.0 18	added 10 CP, Duties adds 6 CP, HD 10 deducts 12 CP, HD 20 deducts 16 CP  Adept (Athletics, Persuasion, Survival, Martial Arts) [Eclipse, p.24]
Power applied to both die, (Scythe)  TOTAL WEIGHT CARRIED/VALUE	25 lbs. 117	Advanced bicoomy [15 This it]
WEIGHT ALLOWANCE	91	Special powers apply in a 10' radius, Specialized: only works for Spell Resistance (rolled as a group), Tongues, and Protection from Opposing Alignment effects (4* CP)
<u> </u>	Heavy 300 Drag 1500	Berserker [Eclipse, p.25] Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving
LANGUAGES		throw or AC, and -2 to something else.  Berserker / Odinpower [Eclipse, p.26]  Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3
Common, Druidic, Xin  Special Attacks		respectively.  Berserker / Enduring [Eclipse, p.26]
Warcraft +2 BAB	[Eclipse, p	Celerity [Is This It]
Warcraft / Weapon Focus (Scythe) Increase selected weapon to hit by +1	[Eclipse, p	neavy armor, can be entangled, etc, 6" CP)
Warcraft / Weapon Focus, Greater (Scythe) Increase selected weapon to hit by +1	[Eclipse, p	(Specialized: Physical Only, Corrupted: vulnerable to opposing alignment forces and to some special material, 4 CP)
Special Qualities	·	Empowerment [Is This It] (Innate Enchantments, 4* CP)
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13 Armor Proficiency (Light)	[Eclipse, p	All Energy damage except for opposing alignment energies (Resistance 12) (Very
Proficient with Light Armors Scent (Ex)		Common, Major, Minor, 7* CP).  Innate Enchantment  [Is This It]  All Specialized: Only while remaining true to alignment and to the service of a
Detect creatures within 30 feet by scent. Grants +4 to Survival tracking creatures by scent.		patron deity, 42,000 GP total value, 14* CP. Innate Enchantment / Fortune's Favor [Eclipse]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Scythe)  Grants Proficiency with all simple weapons and selected weapons.	[Eclipse, p	Innate Enchantment / Fast Healing I [Eclipse]
Recurring Bonuses		Fast Healing I, up to a limit of 20 points/hit die/day (1400 GP).  Innate Enchantment / Force Shield I  [Eclipse]
Duties (Mercenary Guild)  You have duties. Grants 2 CP per level. [+6 total CP].	[Eclipse, p	[At Will] As Shield Spell, grants +4 Shield AC. Innate Enchantment / Hide Like Ox [Eclipse] (+1 Natural Armor, 1400 GP)
Fast Learner (Focused on Skills) +2 CP towards Skills per level. [+6 total Skill Points Granted].	[Eclipse, p	
DISADVANTAGES		Personal Only). Treated as Magic and Aligned to overcome DR, autoconfirms crits against targets of opposing alignment.  Innate Enchantment / Immortal Vigor I [Eclipse]
Compulsive (Highly Curious) You have the listed compulsions.	[Eclipse, p	[At Will] As grants 12 + CON*2 HP.
You have a written history for the GM.  Poor Reputation (People seem to judge you by your	[Eclipse, p	+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific
looks) You have a poor reputation.	Lp, p	Innate Enchantment / Scent [Eclipse] The user gets the Scent ability.
Spell Caster Information		Innate Enchantment / Sustenance [Eclipse] (has only one-quarter the usual need to eat, sleep, drink, and breathe, 1400 GP) Innate Enchantment / Wording Burge
Spell Points Druid	[Eclipse, p	[At Will] Warding Rune (gain 1 ± CL/3 ±4 maximum Resistance Ronus on Saves)
Druid Level 4, Casterlevel is 4		[At Will] Detect Opposing Alignment (Personal Only).  Innate Enchantment / Enhanced Attribute (+4 [Eclipse]
		Strength) [At Will] Grants +4 Enhancement Bonus to Strength

The user gets the Scent ability.	
Innate Enchantment / Sustenance	[Eclipse]
(has only one-quarter the usual need to eat, sleep, drink, and bre	athe, 1400 GP)
Innate Enchantment / Warding Rune	[Eclipse]
[At Will] Warding Rune (gain 1 + CL/3, +4 maximum, Resistance	
Innate Enchantment / Detect Opposing Alignment	[Eclipse]
[At Will] Detect Opposing Alignment (Personal Only).	
Innate Enchantment / Enhanced Attribute (+4	[Eclipse]
Strength)	
[At Will] Grants +4 Enhancement Bonus to Strength	
Innate Enchantment / Heroism	[Eclipse]
[At Will] +2 Morale Bonus to Attacks, Saves, and Skill Checks	r=
Innate Enchantment / Protection from Opposing Alignment Type	[Eclipse]
[At Will] Protection from Opposing Alignment Type (Personal Only	)
Innate Enchantment / Tongues	y). [Eclipse]
[At Will] Tongues - may understand and speak any language.	[LCIIp36]
Occult Sense / Darkvision	[Eclipse, p.38]
You have Darkvision (60')	[LCIIpse, p.so
Occult Sense / Low light	[Eclipse, p.38]
You have Low-light vision	[20.1000, p.00]
Resist II	[Is This It]
+4 to saves versus Poison (4* CP)	[.oo
Spell Resistance	[Eclipse, p.45]
(6 CP). The character gains Spell Resistance which rises with his	• • • •
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#### Martial Arts

#### Martial Arts Basic / Attack

[Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

#### Martial Arts Basic / Defenses

[Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.

#### Martial Arts Basic / Power (2x)

[Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

#### Martial Arts Basic / Power / Improve Die Size (2x)

[Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

#### Martial Arts Advanced / Weapon Kata

[Eclipse, p.81]

The user may employ his or her martial art with a particular weapon [e.g., "Longswords"]. This isn't relevant for dedicated weapon forms (e.g., those based on Weapon Finesse rather than Improved Unarmed Strike), although an "Unarmed Kata" might exist in an advanced weapon form.

### Martial Arts Master / Whirlwind Attack

Eclipse,

As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

#### **PROFICIENCIES**

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Scythe, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

### **TEMPLATES**

01 - World Law ~ Self Development Half Cost

Lesser Outsider

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

03 - World Law ~ Feat Progression 4 - Remove Bonus Feats

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

### LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Create Water		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.215
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 2 gallon	s/level of water		Caster Level: 4	
Effect: Creates 2 gallons/level of pure water.	O/1. 140	rarget. Op to 2 gallon	Shever or water		Oddici Lovoi. 4	
	DC: 14, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Cure Minor Wounds	DC. 14, Will Hall (Harrilless), see text	Statiuatu Action	Ilistantaneous	TOUCH	v,3	FIB. p.210
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touc	hed		Caster Level: 4	
Effect: Cures 1 point of damage.						
□□□□ Dawn	DC: 14, Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
						•
School: Abjuration	SR: Yes [harmless]	larget: All creatures v	within a 15-ftradius burst centered on you		Caster Level: 4	
Effect: Awakens sleeping creatures and those knocked out	from nonlethal damage [but staggered].					
Dubuu Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 4	
Effect: Detects spells and magic items within 60 ft.	071.140	rarget. Conc snaped	Cinanation		Oddici Lovoi. 4	
, ,		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
Detect Poison				01030 (00 11.)		111b. p.215
School: Divination	SR: No	Target: One creature,	one object, or a 5-ft. cube		Caster Level: 4	
Effect: Detects poison in one creature or small object.						
□□□□□ Flare	DC: 14, Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232
	SR: Yes	Target: Burst of light			Caster Level: 4	
School: Evocation [Light]	SR: Tes	rarget: Burst of light			Caster Level: 4	
Effect: Dazzles one creature [-1 on attack rolls].						
□□□□□ Guidance	DC: 14, Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
School: Divination	SR: Yes	Target: Creature touc	hed		Caster Level: 4	
Effect: +1 on one attack roll, saving throw, or skill check.						
□□□□ Know Direction		Standard Action	Instantaneous	Personal	V,S	PHB: p.246
			motanianous	r oroonar		
School: Divination	SR: No	Target: You			Caster Level: 4	
Effect: You discern north.						
Light		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
School: Evocation [Light]	SR: No	Target: Object touche			Caster Level: 4	
	on. NU	rarger. Object touche	eu .		Caster Level: 4	
Effect: Object shines like a torch.	DO: 44 Will nametes (family and to a)	Ctondend Author	Instantaneous	10.4	V.C	DUD 050
□□□□ Mending	DC: 14, Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level: 4	
Effect: Makes minor repairs on an object.	,					
		1 standard action	10 minutes/level	30 ft.	S	SC: p.146
LILL Naturewatch						20. p 10
School: Necromancy	SR: No	Target: Cone-shaped	emanation		Caster Level: 4	
Effect: Same as deathwatch but only functions on plants ar						
□□□□□ Purify Food and Drink	DC: 14, Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
School: Transmutation			of contaminated food and water		Caster Level: 4	
	SR: Yes (object)	rarget. i cu. it./ievel.	of contaminated food and water		Caster Level: 4	
Effect: Purifies 1 cu. ft./level of food or water.						BUB 444
□□□□□ Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
School: Divination	SR: No	Target: You			Caster Level: 4	
Effect: Read scrolls and spellbooks.						
	DC: 14, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
□□□□□ Resistance				Todon		111b. p.272
School: Abjuration	SR: Yes (harmless)	Target: Creature touc			Caster Level: 4	
Effect: You imbue the subject with magical energy that prot	ects it from harm, granting it a +1 resistance bonu	s on saves. Resistance	can be made permanent with a permanenc	y spell. Arcane Materia	I - Component A miniat	ure cloak.
□□□□ Virtue	DC: 14, Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298
		T			Cantan Lavali A	
School: Transmutation	SR: Yes (harmless)	Target: Creature touc	nea		Caster Level: 4	
Effect: Subject gains 1 temporary hp.						
		1 5 /51	4			
		LEVEL	1			
Namo	Sava Information			Pango	Comp	Source
Name	Save Information	Time	Duration	Range	Comp.	Source SO: p.13
Name	Save Information			Range Close (35 ft.)	Comp. V,S,M	Source SC: p.12
	Save Information  SR: No	Time	Duration Concentration, up to 1 round/level [D]			
Animate Fire		Time 1 round	Duration Concentration, up to 1 round/level [D]		V,S,M	
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.		Time 1 round	Duration Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.12
Animate Fire School: Transmutation (Fire) Effect: Create a small fire elemental.	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]		V,S,M Caster Level: 4 V,S,M	
□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□□Animate Water School: Transmutation [Water]		Time 1 round Target: One Small fire	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M Caster Level: 4	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental.	SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side	Close (35 ft.) Close (35 ft.)	V,S,M  Caster Level: 4  V,S,M  Caster Level: 4	SC: p.12
□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□□Animate Water School: Transmutation [Water]	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M Caster Level: 4 V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood	SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D]	Close (35 ft.) Close (35 ft.)	V,S,M Caster Level: 4 V,S,M Caster Level: 4 V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation	<i>SR</i> : No <i>SR</i> : No <i>SR</i> : No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side	Close (35 ft.) Close (35 ft.)	V,S,M  Caster Level: 4  V,S,M  Caster Level: 4	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation [Water] Effect: Create a small water elemental.  Chool: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.)  Close (35 ft.)  Touch	V,S,M Caster Level: 4 V,S,M Caster Level: 4 V,S,M Caster Level: 4	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No ate. DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D]	Close (35 ft.) Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No  SR: No  SR: No ate.  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.)  Close (35 ft.)  Touch	V,S,M Caster Level: 4 V,S,M Caster Level: 4 V,S,M Caster Level: 4	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No  SR: No  SR: No ate.  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.)  Close (35 ft.)  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No ate.  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.)  Close (35 ft.)  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.W/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design  Animates a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration  Effect: Animates a Wooden object to attack who you design  Aspect of the Wolf School: Transmutation  Effect: You assume the physical appearance and many of the Colonic Abjuration	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  be qualities of a wolf.  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  SR: NA  the qualities of a wolf.  DC: 15, N/A  SR: N/A  actinguishes flames; see text.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S. Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design  Animates a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration  Effect: Animates a Wooden object to attack who you design  Aspect of the Wolf School: Transmutation  Effect: You assume the physical appearance and many of the Colonic Abjuration	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  be qualities of a wolf.  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.W/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No ate. DC: 15, N/A  SR: N/A he qualities of a wolf. DC: 15, N/A  SR: N/A  SR: N/A  Coxtinguishes flames; see text. DC: 15, Fortitude negates [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S. Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Chool: Transmutation Effect: You assume the physical appearance and many of the Chool: Animate Against Flame School: Abjuration Effect: Protects against first 10 points of fire damage, it also Effect: Protects against First 10 points of fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of Fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of Fire damage, it also Effect: Transmutation	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  DC: 15, N/A  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S. Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design  Animates a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Transmutation Effect: Protects against first 10 points of fire damage, it also  Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tou	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  extinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc thattack or natural wee 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed	Close (35 ft.)  Close (35 ft.)  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design  Animates a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Transmutation Effect: Protects against first 10 points of fire damage, it also  Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tou	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  BR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc thattack or natural wee 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Wood School: Transmutation Effect: You assume the physical appearance and many of the school: Abjuration Effect: Protects against Flame School: Abjuration Effect: User of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Change your hands into claws. Damage 1d4; Threa	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  BR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc thattack or natural wee 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Color of the Wolf School: Transmutation Effect: Protects against first 10 points of fire damage, it also Chool: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to attack who you design Color of the Wolf School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat Effect: Change your hands into claws. Damage 1d4; Threat Change Your hands into claws. Damage 1d4; Threat	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tou  DC: 15, N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch that tack of natural wee 1 Standard Action Target: You 1 standard Action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D] r up to 5 ft on a side  Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed apon. 1 hour/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  Coxtinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wea 1 Standard Action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/ Caster Level: 4 V.S.M/DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  Coxtinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: Creature touch Target: Creature touch Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level hed	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/ Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/CASTER Level: 4 V.S.DF Caster Level: 4	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  Coxtinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch that tack of natural wee 1 Standard Action Target: You 1 standard Action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  BR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  trange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  4. trange 4-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wear 1 standard action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch attack or natural wear 1 standard Action Target: Creature touch standard Action Target: Creature touch standard action Target: Creature touch standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level hed Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/ Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/ Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  SR: N/A  Coxtinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: Creature touch Target: Creature touch Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level hed Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/ Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/ Caster Level: 4 V.S.DF Caster Level: 4	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  BR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  trange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  4. trange 4-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wear 1 standard action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch attack or natural wear 1 standard Action Target: Creature touch standard Action Target: Creature touch standard action Target: Creature touch standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level 1 minute/level hed Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/ Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/ Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  Irange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tour  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  sR: N/A  trange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.DF Caster Level: 4 V.S.M.XP Caster Level: 4 V.S.M.XP Caster Level: 4 V.S.M.XP	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tour  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  sR: N/A  trange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level head appon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.DF Caster Level: 4 V.S.M/Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  po creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/S Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  ny creature hitting you with unarmed strikes, a tour  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  sR: N/A  trange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level head appon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.M/Caster Level: 4 V.S.DF Caster Level: 4 V.S.M/Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  po creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Wou 1 standard action Target: You 1 standard action Target: Wou 1 standard action Target: Wist spreads in	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous st 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Personal  Touch  Touch  Touch  Touch  Touch  Medium (140 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  po creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Touch	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/S Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.M,XP Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  Larange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: N/A  SR: N/A  Larange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  2 in trees, also allows for brachiation.  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level lnstantaneous t 1 hour/level [D]  1 minute/level [D]  1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Medium (140 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/C Caster Level: 4 V.S.M/C Caster Level: 4 V.S.DF Caster Level: 4 S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.  □□□□Animate Water  School: Transmutation [Water]  Effect: Create a small water elemental.  □□□□Animate Wood  School: Transmutation  Effect: Animates a wooden object to attack who you design  □□□□Aspect of the Wolf  School: Transmutation  Effect: You assume the physical appearance and many of the school: Abjuration  Effect: Protects against first 10 points of fire damage, it also  □□□□□Babau Slime  School: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Superiority  Effect: Subject continues to fight even at -1 to -9 and gains  □□□□□Beastland Ferocity  School: Conjuration (Creation)  Effect: Creates a natural homunculus.  □□□□□Branch to Branch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□□Branch to Branch  School: Transmutation  Effect: Cot of saves vs. poison or disease increases by 2  □□□□□Broyant Lifting  School: Evocation	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  po creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous st 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Medium (140 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□ Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.  □□□□ Animate Water  School: Transmutation [Water]  Effect: Create a small water elemental.  □□□□ Animate Wood  School: Transmutation  Effect: Animates a wooden object to attack who you design  □□□□□ Aspect of the Wolf  School: Transmutation  Effect: Vou assume the physical appearance and many of the school: Abjuration  Effect: Protects against Flame  School: Abjuration  Effect: Protects against first 10 points of fire damage, it also  □□□□□ Babau Slime  School: Transmutation  Effect: Layer of slime coats you, inflicting 1d8 damage to an layer of slime coats you, inflicting 1d8 damage to an layer of slime coats you.  School: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threa  □□□□□ Beastland Ferocity  School: Evocation [Electricity]  Effect: Change your hands into claws. Damage 1d4; Threa  □□□□□ Beget Bogun  School: Conjuration (Creation)  Effect: Gain +10 competence bonus on Climb checks made  □□□□□ Branch to Branch  School: Transmutation  Effect: Transmutation  Effect: Transmutation  Effect: Co of saves vs. poison or disease increases by 2  □□□□ Buoyant Lifting  School: Transmutation  Effect: Travel to the surface at 60 ft/round.	SR: No  SR: No  ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A  DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: No  DC: 15, N/A SR: No  DC: 15, N/A SR: N/A  In trees, also allows for brachiation.  SR: No  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch 1 standard action Target: Mistandard action Target: Mist spreads if 1 immediate action Target: Mist spreads if 1 immediate action Target: One willing on	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level 1 round/level  1 minute/level hed appon. 1 hour/level  Instantaneous tt 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (140 ft.)  Close (35 ft.)  20 ft. apart	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4 S.DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
□□□□□Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.  □□□□Animate Water  School: Transmutation [Water]  Effect: Create a small water elemental.  □□□□Animate Wood  School: Transmutation  Effect: Animates a wooden object to attack who you design  □□□□Aspect of the Wolf  School: Transmutation  Effect: You assume the physical appearance and many of the school: Abjuration  Effect: Protects against first 10 points of fire damage, it also  □□□□□Babau Slime  School: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Superiority  Effect: Subject continues to fight even at -1 to -9 and gains  □□□□□Beastland Ferocity  School: Conjuration (Creation)  Effect: Creates a natural homunculus.  □□□□□Branch to Branch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□□Branch to Branch  School: Transmutation  Effect: Cot of saves vs. poison or disease increases by 2  □□□□□Broyant Lifting  School: Evocation	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 15, N/A  SR: N/A  Larange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: N/A  SR: N/A  Larange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 15, N/A  SR: N/A  2 in trees, also allows for brachiation.  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level lnstantaneous t 1 hour/level [D]  1 minute/level [D]  1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Medium (140 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/C Caster Level: 4 V.S.M/C Caster Level: 4 V.S.DF Caster Level: 4 S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□ Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.  □□□□ Animate Water  School: Transmutation [Water]  Effect: Create a small water elemental.  □□□□ Animate Wood  School: Transmutation  Effect: Animates a wooden object to attack who you design  □□□□□ Aspect of the Wolf  School: Transmutation  Effect: Vou assume the physical appearance and many of the school: Abjuration  Effect: Protects against Flame  School: Abjuration  Effect: Protects against first 10 points of fire damage, it also  □□□□□ Babau Slime  School: Transmutation  Effect: Layer of slime coats you, inflicting 1d8 damage to an layer of slime coats you, inflicting 1d8 damage to an layer of slime coats you.  School: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threa  □□□□□ Beastland Ferocity  School: Evocation [Electricity]  Effect: Change your hands into claws. Damage 1d4; Threa  □□□□□ Beget Bogun  School: Conjuration (Creation)  Effect: Gain +10 competence bonus on Climb checks made  □□□□□ Branch to Branch  School: Transmutation  Effect: Transmutation  Effect: Transmutation  Effect: Co of saves vs. poison or disease increases by 2  □□□□ Buoyant Lifting  School: Transmutation  Effect: Travel to the surface at 60 ft/round.	SR: No  SR: No  ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A  DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: No  DC: 15, N/A SR: No  DC: 15, N/A SR: N/A  In trees, also allows for brachiation.  SR: No  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch 1 standard action Target: Mistandard action Target: Mist spreads if 1 immediate action Target: Mist spreads if 1 immediate action Target: One willing on	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous tt 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than. 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (140 ft.)  Close (35 ft.)  20 ft. apart	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4 S.DF Caster Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
□□□□ Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.  □□□□ Animate Water  School: Transmutation [Water]  Effect: Create a small water elemental.  □□□□ Animate Wood  School: Transmutation  Effect: Animates a wooden object to attack who you design  □□□□ Aspect of the Wolf  School: Transmutation  Effect: Protects against first 10 points of fire damage, it also  □□□□ Babau Slime  School: Transmutation  Effect: Protects against first 10 points of fire damage, it also  □□□□ Beast Claws  School: Transmutation  Effect: Change your hands into claws. Damage 1d4; Threa  □□□□ Beast Claws  School: Transmutation  Effect: Subject continues to fight even at -1 to -9 and gains  □□□□ Beget Bogun  School: Conjuration (Creation)  Effect: Creates a natural homunculus.  □□□□ Branch to Branch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□ Brach to Sranch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□ Brach to Branch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□ Brach to Branch  School: Transmutation  Effect: Creates a natural homunculus.  □□□□ Brach to Branch  School: Transmutation  Effect: Travel to the surface at 60 ft/round.  □□□□ Broyant Lifting  School: Evocation  Effect: Travel to the surface at 60 ft/round.  □□□□ Calm Animals  School: Enchantment (Compulsion) [Mind-Affecting]	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  o extinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  NC: Yes [harmless]  SR: N/A  Tange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, N/A  SR: No  DC: 15, N/A  SR: No  DC: 15, N/A  SR: N/A  sin trees, also allows for brachiation.  SR: No  DC: 15, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous tt 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than. 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (140 ft.)  Close (35 ft.)  20 ft. apart	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  he qualities of a wolf.  DC: 15, N/A  SR: N/A  o extinguishes flames; see text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  NC: Yes [harmless]  SR: N/A  Tange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, N/A  SR: No  DC: 15, N/A  SR: No  DC: 15, N/A  SR: N/A  sin trees, also allows for brachiation.  SR: No  DC: 15, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous tt 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than. 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (140 ft.)  Close (35 ft.)  20 ft. apart	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  Be qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: N/A  SR: N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, N/A  SR: No  DC: 15, W/A  SR: No  DC: 15, W/A  SR: N/A  SR: N/A  SR: N/A  SR: N/A  DC: 15, W/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: Animals withir 1 standard action	Duration Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  r up to 5 ft on a side  Concentration, up to 1 round/level [D]  smaller wooden object  10 minutes/level  1 round/level  1 minute/level  hed appon. 1 hour/level  Instantaneous  t 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  the qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  sy creature hitting you with unarmed strikes, a tour  DC: 15, N/A  SR: N/A  Lange 19-20. See text.  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  sR: N/A  sr: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: Animals within 1 standard action Target: Animals within 1 standard action Target: Animals within 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level  1 minute/level hed Instantaneous t 1 hour/level [D]  1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level 1 30 ft. of each other 10 minutes/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M, AP Caster Level: 4 V.S.DF Caster Level: 4 V.S.CASTer Level: 4 V.S.CASTer Level: 4	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207
Animate Fire  School: Transmutation [Fire]  Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 15, N/A  SR: N/A  Be qualities of a wolf.  DC: 15, N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: N/A  SR: N/A  SR: N/A  DC: 15, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, N/A  SR: No  DC: 15, W/A  SR: No  DC: 15, W/A  SR: N/A  SR: N/A  SR: N/A  SR: N/A  DC: 15, W/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: Animals withir 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level  1 minute/level hed Instantaneous t 1 hour/level [D]  1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level 1 30 ft. of each other 10 minutes/level	Close (35 ft.)  Close (35 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  Close (35 ft.)	V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207

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Effect: Gain +10 circumstance bonus on Hide checks.	DC: 15, Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	PHB: p.208
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal	i iloui/levei	Close (55 it.)	Caster Level: 4	FTID. p.200
Effect: Makes one animal your friend.	SA. Tes	rarget. One ariimai			Caster Level. 4	
□□□□□ Claws of the Bear	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: Your hands become natural weapons that deal 1d8		4	4 minute/level (D)	Tauah	VCM	00 47
Climb Walls	DC: 15, Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	SC: p.47
School: Transmutation  Effect: Gain +10 enhancement bonus on climb check. Bonu	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 4	
Cloudburst	S moreases to 120 Gournever and 100 Gourneve	1 round	10 minutes/level [D]	Long (560 ft.)	V,S	SC: p.49
School: Evocation (Water)	SR: No	Target: 100-ftradius	emanation		Caster Level: 4	
Effect: Heavy rain reduces visibility4 Spot & Search.						
Cold Fire	DC: 15, No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or	Close (35 ft.)	V,S,DF	SC: p.50
School: Transmutation [Cold]	SR: Yes [creature]	Target: One fire source	Instantaneous [creature] e [up to a 20-ft. cube] or one creature; see t	ext	Caster Level: 4	
Effect: Flames deal cold damage; see text			•			
□□□□ Crabwalk		1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
School: Transmutation [Cold]	SR: No	Target: Creature touch	ned		Caster Level: 4	
Effect: When the subject charges, it gains +4 to attack roll a	nd no penalty to AC. Only affects first attack.  DC: 15, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
Cure Light Wounds				TOUCH	Caster Level: 4	FHB. p.215
School: Conjuration (Healing)  Effect: Cures 1d8 +1/level [max +5] damage.	SR: Yes (harmless); see text	Target: Creature touch	ied		Caster Level: 4	
Deep Breath	DC: 15, N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
School: Conjuration (Creation) [Air]	SR: N/A	Target: You			Caster Level: 4	
Effect: Your lungs are constantly filled with air for the duration						
□□□□□ Delay Disease	DC: 15, Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
School: Conjuration (Healing)	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 4	
Effect: Halts any nonmagical disease for the duration of the	speii.	Standard Action	Concentration, up to 10 minutes/level [D]	Long (560 ft.)	V,S	PHB: p.218
Detect Animals or Plants School: Divination	SR: No	Target: Cone-shaped		_5.1g (500 ft.)	V,S Caster Level: 4	. 1.D. p.210
Effect: Detects kinds of animals or plants.	GA. INU	rarger. Cone-snaped	emanduun		Caster Level: 4	
Detect Snares and Pits		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	PHB: p.220
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 4	
Effect: Reveals natural or primitive traps.						2112
Endure Elements	DC: 15, Will negates (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
School: Abjuration	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 4	
Effect: Exist comfortably in hot or cold environments.		1 standard action	Concentration +1 round/level	Medium (140 ft.)	V,S	SC: p.81
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal	Concentration + i Tourid/level	MEGIUIT (140 IL)	V,S Caster Level: 4	оо. р.от
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2		rarget: One animai			Caster Level: 4	
Entangle	DC: 15, Reflex partial; see text	Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	PHB: p.227
School: Transmutation	SR: No	Target: Plants in a 40-	ftradius spread		Caster Level: 4	
Effect: Plants entangle everyone in 40-ftradius circle.						
□□□□□ Faerie Fire		Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	PHB: p.229
School: Evocation [Light]	SR: Yes		objects within a 5-ftradius burst		Caster Level: 4	ted and a second
Effect: A pale glow surrounds and outlines the subjects. Ou normally], blur, displacement, invisibility, or similar effects.	tlined subjects shed light as candles. Outlined crea "he light is too dim to have anv special effect on ui	atures do not benefit fro ndead or dark-dwelling	om the concealment normally provided by do creatures vulnerable to light. The faerie fire	arkness [though a 2nd-l can be blue, green, or v	evel or higher magical violet, according to you	darkness effect functions r choice at the time of
casting. The faerie fire does not cause any harm to the obje	cts or creatures thus outlined.					
DDDDD Equadation of Stone		1 standard action	1 round/level	Close (35 ft.)	V,M	SC: p.99
□□□□□ Foundation of Stone		i standard dottori	1 104114/10401	()		
School: Transmutation [Earth]	SR: Yes [harmless]		evel, no two of which are more than 30 ft. a		Caster Level: 4	
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and						PHB: p.237
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and  Goodberry	+4 to Str against bull rush.	Target: One creature/l	evel, no two of which are more than 30 ft. a 1 day/level	part	Caster Level: 4 V,S, DF	
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.  SR: Yes	Target: One creature/N Standard Action Target: 2d4 fresh berr	evel, no two of which are more than 30 ft. a 1 day/level	part	Caster Level: 4  V,S, DF  Caster Level: 4	PHB: p.237
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and  Goodberry  School: Transmutation	+4 to Str against bull rush.	Target: One creature/l	evel, no two of which are more than 30 ft. a 1 day/level	part	Caster Level: 4 V,S, DF	
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Grand	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A	Target: One creature/N Standard Action Target: 2d4 fresh berr	evel, no two of which are more than 30 ft. a 1 day/level ies touched	part	Caster Level: 4  V,S, DF  Caster Level: 4	PHB: p.237
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Coodberry  School: Transmutation  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Hawkeye  School: Transmutation  Effect: Increases range increment by 50% and +5 competer	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A nce bonus on Spot checks.	Target: One creature/l Standard Action Target: 2d4 fresh berr 1 standard action Target: You	evel, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D]	part Touch Personal	Caster Level: 4  V,S, DF  Caster Level: 4  V  Caster Level: 4	PHB: p.237 SC: p.110
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Quid and Qui	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A nce bonus on Spot checks.  DC: 15, Will negates [harmless]	Target: One creature/l Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes	evel, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours	part Touch Personal Close (35 ft.)	Caster Level: 4  V,S, DF  Caster Level: 4  V  Caster Level: 4  V,S	PHB: p.237
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cool Cool Cool Cool Cool Cool Cool Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A nce bonus on Spot checks.	Target: One creature/l Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes	evel, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D]	part Touch Personal Close (35 ft.)	Caster Level: 4  V,S, DF  Caster Level: 4  V  Caster Level: 4	PHB: p.237 SC: p.110
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Goodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Hawkeye  School: Transmutation  Effect: Increases range increment by 50% and +5 competer  Healthful Rest  School: Conjuration (Healing)  Effect: Doubles the natural healing rate.	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A nce bonus on Spot checks.  DC: 15, Will negates [harmless]	Target: One creature/l Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes	evel, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours	part Touch Personal Close (35 ft.)	Caster Level: 4  V,S, DF  Caster Level: 4  V  Caster Level: 4  V,S	PHB: p.237 SC: p.110
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cool Cool Cool Cool Cool Cool Cool Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  sce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I	evel, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours evel, no two of which can be more than 30 is 10 minutes/level [D]	Personal  Close (35 ft.) feet apart	Caster Level: 4  V.S. DF  Caster Level: 4  V  Caster Level: 4  V,S  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Coodberry  School: Transmutation  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Hawkeye  School: Transmutation  Effect: Increases range increment by 50% and +5 competer Com	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D]	Personal  Close (35 ft.) feet apart  Touch	Caster Level: 4  V.S. DF  Caster Level: 4  V  Caster Level: 4  V.S  Caster Level: 4  S, DF  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cand Cand Cand Cand Cand Cand Cand	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours ievel, no two of which can be more than 30 ii  10 minutes/level [D]  al touched  10 minutes/level	Personal  Close (35 ft.) feet apart	Caster Level: 4  V.S. DF Caster Level: 4  V Caster Level: 4  V.S. Caster Level: 4  S. DF Caster Level: 4  V.S.M	PHB: p.237  SC: p.110  SC: p.111
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  SR: N/A  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours ievel, no two of which can be more than 30 ii  10 minutes/level [D]  al touched  10 minutes/level	Personal  Close (35 ft.) feet apart  Touch	Caster Level: 4  V.S. DF  Caster Level: 4  V  Caster Level: 4  V.S  Caster Level: 4  S, DF  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Coodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Cooling Hawkeye  School: Transmutation  Healthful Rest  School: Conjuration (Healing)  Effect: Doubles the natural healing rate.  Cooling Holde from Animals  School: Abjuration  Effect: Animals can't perceive 1 subject/level.  Cooling Horrible Taste  School: Transmutation  Effect: Animals must save after biting or refuse to bite the s	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Jbject.	Target: One creature/lessandard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/lessandard Action Target: 1 creature/lessandard action Target: Creature or observed.	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is  10 minutes/level [D] el touched  10 minutes/level ject touched	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch	Caster Level: 4  V,S, DF  Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4  S, DF  Caster Level: 4  V,S,M  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Coodberry  School: Transmutation  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Hawkeye  School: Transmutation  Effect: Increases range increment by 50% and +5 competer Com	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  C: 15, Fortitude negates; see text  SR: No  Jbject.  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/level 1 standard action Target: Creature or ob Standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D]  el touched 10 minutes/level ject touched 1 minute/level [D]	Personal  Close (35 ft.) feet apart  Touch	Caster Level: 4  V.S. DF Caster Level: 4  V.S. Caster Level: 4  V.S. Caster Level: 4  S. DF Caster Level: 4  V.S.M Caster Level: 4  V.S.M	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Coodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Cooling Hawkeye  School: Transmutation  Healthful Rest  School: Conjuration (Healing)  Effect: Doubles the natural healing rate.  Cooling Holde from Animals  School: Abjuration  Effect: Animals can't perceive 1 subject/level.  Cooling Horrible Taste  School: Transmutation  Effect: Animals must save after biting or refuse to bite the s	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Jbject.	Target: One creature/lessandard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/lessandard Action Target: 1 creature/lessandard action Target: Creature or observed.	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D]  el touched 10 minutes/level ject touched 1 minute/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch	Caster Level: 4  V,S, DF  Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4  S, DF  Caster Level: 4  V,S,M  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cand Cand Cand Cand Cand Cand Cand	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  C: 15, Fortitude negates; see text  SR: No  Jbject.  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/level 1 standard action Target: Creature or ob Standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D]  el touched 10 minutes/level ject touched 1 minute/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch	Caster Level: 4  V.S. DF Caster Level: 4  V.S. Caster Level: 4  V.S. Caster Level: 4  S. DF Caster Level: 4  V.S.M Caster Level: 4  V.S.M	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipict.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: Creature touch 1 standard action Target: 120-ft. line	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level ject touched  1 minute/level [D] ned	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Coodberry  School: Transmutation  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Chool: Transmutation  Effect: Increases range increment by 50% and +5 competer Cloud Conjuration (Healing)  Effect: Doubles the natural healing rate.  Chool: Abjuration  Effect: Animals can't perceive 1 subject/level.  Chool: Transmutation  Effect: Animals must save after biting or refuse to bite the stemporary constraints of the stemporary constraints on the stemporary constraints of the stemporary constraints on the stemporary constraints of the stemporary constraints on the stemporary constraints of the stemporary constraints on the stemporary constraints of the stemporary constraints on t	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipict.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 1 creature toucl 1 standard action Target: 1 creature toucl 1 standard action Target: 120-ft. line 110] negative energy.	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned  1 minute/level [D] ned Instantaneous	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  see bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  ubject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Reflex half  SR: Yes  caught in the area take 1d10/caster level [max 10]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 standard action Target: Loreature toucl 1 standard action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level ject touched  1 minute/level [D] ned	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipict.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 1 creature toucl 1 standard action Target: 1 creature toucl 1 standard action Target: 120-ft. line 110] negative energy.	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned  1 minute/level [D] ned Instantaneous	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  V,S,M Caster Level: 4  Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Cook Cook Cook Cook Cook Cook Cook Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  see bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  ubject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Reflex half  SR: Yes  caught in the area take 1d10/caster level [max 10]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 standard action Target: Loreature toucl 1 standard action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned  1 minute/level [D] ned Instantaneous	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  noe bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Reflex half  SR: Yes  aught in the area take 1d10/caster level [max 10]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 110) negative energy. Standard Action Target: You	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] el hour/level [D] hour/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.  Personal	Caster Level: 4 V.S. DF Caster Level: 4 V.S. Caster Level: 4 V.S. S. DF Caster Level: 4 V.S.M Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lbject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Reflex half  SR: Yes  acaught in the area take 1d10/caster level [max 10]  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: You 1 standard Action Target: 120-ft. line 110] negative energy. Standard Action Target: You 1 standard action Target: Creature touch 1 standard Action Target: Creature touch	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D] el touched  10 minutes/level ipiect touched  1 minute/level [D] ined Instantaneous  1 hour/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal	Caster Level: 4 V.S. DF Caster Level: 4 V.S. Caster Level: 4 V.S. S. DF Caster Level: 4 V.S.M	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cand Cand Cand Cand Cand Cand Cand	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipiect. DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Reflex half  SR: Yes  C: 15, Reflex half  SR: Yes  caught in the area take 1d10/caster level [max 10]  SR: No  DC: 15, Will negates [harmless]	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-It. line 110) negative energy. Standard Action Target: You 1 standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] el hour/level [D] hour/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.  Personal	Caster Level: 4  V.S. DF Caster Level: 4  V.S Caster Level: 4  V.S S. DF Caster Level: 4  V.S.M Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Coodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Characteristic Cloud Cook Cook Cook Cook Cook Cook Cook Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  see bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  ubject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  Caught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: You 1 standard Action Target: 120-ft. line 110] negative energy. Standard Action Target: You 1 standard action Target: Creature touch 1 standard Action Target: Creature touch	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 is 10 minutes/level [D] al touched  10 minutes/level [D] ned Instantaneous  1 hour/level [D]  1 hour/level med  1 minute/level Indicate the service of the service	part Touch  Personal  Close (35 ft.) feet apart Touch  Touch  120 ft.  Personal	Caster Level: 4 V.S. DF Caster Level: 4 V.S. Caster Level: 4 V.S. S. DF Caster Level: 4 V.S.M	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  abject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  Caught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)	Target: One creature/I Standard Action Target: 244 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 130) negative inergy. Standard Action Target: You 1 standard action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Living creature	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level med  1 minute/level el touched  1 minute/level el touched	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,DF Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  abject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  Caught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  UC: 15, Will negates (harmless)  SR: Yes (harmless)  UC: 15, Will negates (harmless, object)	Target: One creature/I Standard Action Target: 244 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 140) negative energy. Standard Action Target: You 1 standard action Target: You 1 standard Action Target: Living creature Standard Action Target: Living creature Standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  1 minute/level [D]  1 hour/level [D]  1 hour/level ed  1 minute/level et ouched  30 minutes or until discharged	part Touch  Personal  Close (35 ft.) feet apart Touch  Touch  120 ft.  Personal	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S,M Caster Level: 4  V,S,D Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Cook Cook Cook Cook Cook Cook Cook Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipiect.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)	Target: One creature/I Standard Action Target: 244 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 130) negative inergy. Standard Action Target: You 1 standard action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Living creature	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  1 minute/level [D]  1 hour/level [D]  1 hour/level ed  1 minute/level et ouched  30 minutes or until discharged	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,DF Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipiect.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)	Target: One creature/I Standard Action Target: 244 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 140) negative energy. Standard Action Target: You 1 standard action Target: You 1 standard Action Target: Living creature Standard Action Target: Living creature Standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  1 minute/level [D]  1 hour/level [D]  1 hour/level ed  1 minute/level et ouched  30 minutes or until discharged	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S,M Caster Level: 4  V,S,D Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Coodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Chool: Transmutation  Effect: Increases range increment by 50% and +5 competer Cloud Conjuration (Healing)  Effect: Increases range increment by 50% and +5 competer Cloud Conjuration (Healing)  Effect: Doubles the natural healing rate.  Chool: Conjuration (Healing)  Effect: Animals can't perceive 1 subject/level.  Chool: Transmutation  Effect: Animals must save after biting or refuse to bite the subject/level.  Chool: Transmutation  Effect: Subject gets bonus on Jump checks.  Chool: Transmutation  Effect: Increases your speed.  Chool: Transmutation  Effect: Target gains low-light Vision  School: Transmutation  Effect: Transmutation	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  Lipiect.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  CC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)	Target: One creature/I Standard Action Target: 244 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line 110] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned Instantaneous  1 hour/level [D] 1 hour/level [D] 2 touched 1 minutes/level [D] 3 of minutes/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 minutes/level [D] 1 hour/level [D] 1 minutes/level [D]	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S,M Caster Level: 4  V,S,D Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Cool Cool Cool Cool Cool Cool Cool Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nee bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  ubject.  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  CC: 15, Will negates (harmless)  SR: Yes  Caught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes (harmless)  Ittack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  nage.	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 2d-It. line 110) negative energy. Standard Action Target: You 1 standard Action Target: Creature toucl Standard Action Target: Un to three personal control of the per	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level et ouched  2 minute/level et ouched  1 minute/level et ouched	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S,M Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,DF Caster Level: 4  V,S,C Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Coodberry  School: Transmutation  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Chool: Transmutation  Effect: Increases range increment by 50% and +5 competer Cloud Conjuration (Healing)  Effect: Increases range increment by 50% and +5 competer Cloud Conjuration (Healing)  Effect: Doubles the natural healing rate.  Chool: Conjuration (Healing)  Effect: Animals can't perceive 1 subject/level.  Chool: Transmutation  Effect: Animals must save after biting or refuse to bite the subject/level.  Chool: Transmutation  Effect: Subject gets bonus on Jump checks.  Chool: Transmutation  Effect: Increases your speed.  Chool: Transmutation  Effect: Target gains low-light Vision  School: Transmutation  Effect: Transmutation	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  see bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  ubject.  DC: 15, Will negates (harmless)  SR: Yes  aught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  SR: Yes (harmless, object)  SR: No  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  SR: Yes (harmless, object)  DC: 15, N/A	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line 110) negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Using creature Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  2 hour/level [D]  3 minute/level  3 ominutes or until discharged bbles touched  1 minute/level	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch  Touch  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S S, DF Caster Level: 4  V,S,M Caster Level: 4  V,S,DF Caster Level: 4  V,S, DF Caster Level: 4  V,S, DF Caster Level: 4  V,S, DF Caster Level: 4  V,S, Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Cloud Cook Cook Cook Cook Cook Cook Cook Coo	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  Caught in the area take 1d10/caster level [max 10  SR: No  DC: 15, Will negates [harmless]  SR: Yes (harmless)  Ittack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  nage.  SR: No  DC: 15, N/A  SR: N/A	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard Action Target: You 1 standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] ned Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level et ouched  2 minute/level et ouched  1 minute/level et ouched	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  120 ft.  Personal  Touch	Caster Level: 4  V,S, DF Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S,M Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,D Caster Level: 4  V,S,DF Caster Level: 4  V,S,C Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258
School: Transmutation [Earth]  Effect: As long as subjects don't move they gain +2 AC and Close and Coodberry  School: Transmutation  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Chool: Transmutation  Effect: Increases range increment by 50% and +5 competer Close and Cook and Co	+4 to Str against bull rush.  SR: Yes  DC: 15, N/A  SR: N/A  nce bonus on Spot checks.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Will negates (harmless)  SR: Yes  Cought in the area take 1d10/caster level [max 10 of the seed of the see	Target: One creature/I Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/I Standard Action Target: 1 creature/Ieve 1 standard Action Target: Creature or ob Standard Action Target: Creature touch 1 standard Action Target: 20-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: Creature touch Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You se text.	evel, no two of which are more than 30 ft. a  1 day/level ies touched  10 minutes/level [D]  24 hours evel, no two of which can be more than 30 ft.  10 minutes/level [D] el touched  10 minutes/level [D] el touched  1 minute/level [D] ed Instantaneous  1 hour/level [D]  1 hour/level [D]  2 hour/level [D]  1 minute/level el touched	part Touch  Personal  Close (35 ft.) feet apart  Touch  Touch  Touch  120 ft.  Personal  Touch  Touch  Touch  Personal	Caster Level: 4  V.S. DF Caster Level: 4  V.S. Caster Level: 4  V.S. S. DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S. DF Caster Level: 4  V.S. DF Caster Level: 4  V.S. Caster Level: 4	PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149
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		Diala Ope	110			
Raging Flame School: Transmutation [Fire]	SR: No	1 standard action  Target: 30-ftradius s	1 minute pread	Medium (140 ft.)	V,S Caster Level: 4	SC: p.164
Effect: Causes existing fire to double their heat and radianc		4 -4444:	1 minute/level	Danasal	V.C	00: - 400
School: Transmutation	DC: 15, N/A SR: N/A	1 standard action  Target: You	i minute/level	Personal	V,S Caster Level: 4	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal dam	nage, and you are considered armed.  DC: 15, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	SC: p.166
Rapid Burrowing School: Transmutation	SR: Yes [harmless]	Target: Creature touch			Caster Level: 4	GG. p. 100
Effect: Improves existing burrow speed by 20 ft.	DC: 45 Will pageton	1 standard action	10 minutes/level	Touch	V,S,M	SC: p 172
School: Transmutation	DC: 15, Will negates  SR: Yes	Target: Creature touch		Touch	Caster Level: 4	SC: p.173
Effect: Hides the scent of the affected creature or removes	potent affects from creatures such as ghasts or tro	glodytes.				
Resist Planar Alignment	DC: 15, Will negates [harmless]  SR: Yes [harmless]	1 standard action  Target: Creature touch	1 round/level	Touch	V,S,DF Caster Level: 4	SC: p.174
Effect: Grants limited protection from a plane's alignment tra	aits; see text.					
School: Evocation	DC: 15, Reflex half SR: Yes	1 standard action	Instantaneous	10 ft.	V,S,DF	SC: p.180
Effect: Creatures in area take 1d6 nonlethal damage, any c	reature that fails the save is also stunned for 1 rou	nd.	urst centered on your hands		Caster Level: 4	
Shillelagh	DC: 15, Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.278
School: Transmutation  Effect: Cudgel or quarterstaff becomes +1 weapon dealing	SR: Yes (object) damage as if two size categories larger for 1 minut		onmagical oak club or quarterstaff		Caster Level: 4	
Slow Burn		1 standard action	1 minute	Medium (140 ft.)	V,S,M/DF	SC: p.192
School: Transmutation [Fire]  Effect: Doubles the amount of time to put out a fire; see text	SR: No	Target: 30-ftradius sp	pread		Caster Level: 4	
□□□□□ Snake's Swiftness	DC: 15, Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,M/DF	SC: p.193
School: Transmutation  Effect: Subject may make another single attack melee or ra	SR: Yes [harmless] nged; see text.	Target: One allied cre-	ature		Caster Level: 4	
□□□□□ Snowshoes	DC: 15, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
School: Transmutation  Effect: Speed increases by 10 ft. and no Balance checks or	SR: Yes [harmless] Reflex required to walk on snow.	Target: Creature touch	ned		Caster Level: 4	
□□□□□ Speak with Animals		Standard Action	1 minute/level	Personal	V,S	PHB: p.281
School: Divination  Effect: You can communicate with animals.	SR: No	Target: You			Caster Level: 4	
Summon Nature's Ally I		1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	PHB: p.288
School: Conjuration (Summoning)  Effect: Calls creature to fight.	SR: No	Target: One summone	ed creature		Caster Level: 4	
Surefooted Stride		1 standard action	1 minute/level	Personal	V,S	SC: p.216
School: Transmutation  Effect: Move through difficult terrain at full speed. Gain +2 C	SR: No	Target: You			Caster Level: 4	
Thunderhead	DC: 15, Reflex negates; see text	1 standard action	1 round/level	Close (35 ft.)	V,S,M	SC: p.219
School: Evocation [Electricity]	SR: Yes	Target: One creature	-:		Caster Level: 4	
Effect: Minature thundercloud follows creature unerringly ea	DC: 15, Will negates	1 standard action	1 hour/level	Touch	V,S	SC: p.223
School: Transmutation	SR: Yes	Target: Animal or mag	ical beast touched		Caster Level: 4	
Effect: +10 feet enhancement bonus to speed but cannot at Updraft	DC: 15, N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
School: Conjuration (Creation) [Air]	SR: N/A	Target: You			Caster Level: 4	
Effect: Gain 10 ft. per level of altitude, and then gently float Vigor, Lesser	DC: 15, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
School: Conjuration (Healing)  Effect: Grants target fast healing ability for the duration of the	SR: Yes [harmless]	Target: Living creature	touched		Caster Level: 4	
Uncertainty ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the adiation of the units target last realing ability for the units ability for the unit	DC: 15, N/A	1 swift action	1 round	Personal	V,DF	SC: p.230
School: Divination  Effect: Allows sneak attacks against plants if you already ha	SR: N/A	Target: You			Caster Level: 4	
Wall of Smoke	DC: 15, Fortitude partial; see text	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.235
School: Conjuration (Creation)  Effect: This spell creates a thin wall of black smoke. The wa	SR: No		whose area is up to one 10-ft. square/level		Caster Level: 4	ther A creature can
pass through a wall of smoke, but it must make a Fortitude	save to avoid being nauseated for 1 round. A mod DC: 15, Fortitude negates [harmless]	erate wind 11, such as 1 standard action	from a gust of wind spell, destroys the wall 1 minute/level	in 1 round. This spell do	ses not function underw	ater. SC: p.240
School: Transmutation	SR: Yes [harmless]	Target: Creature touch		roden	Caster Level: 4	30. p.240
Effect: Increases creatures swim speed by 30 ft.		-		Class (25 # )		20: - 244
School: Transmutation [Cold]	DC: 15, Fortitude negates SR: Yes	1 standard action  Target: One creature	Instantaneous	Close (35 ft.)	V,S Caster Level: 4	SC: p.241
Effect: Creature must suceed on save or take 1d6 points of			All and and	01 (05.6)		00 - 040
School: Conjuration (Creation)	SR: No	1 standard action  Target: One nature se	1 hour/level rvant	Close (35 ft.)	V,S,DF Caster Level: 4	SC: p.242
Effect: Summon minor nature spirit to perform simple natura		5				
		LEVEL 2	2			
Name	Save Information	Time	Duration	Range	Comp.	Source
Align Fang School: Transmutation	DC: 16, Will negates [harmless] SR: Yes [harmless]	1 standard action  Target: Living creature	1 minute/level	Touch	V,S,DF Caster Level: 4	SC: p.9
Effect: Aligns a creature's natural weapon to good-,evil-,law	ful-,or chaotic.			Tarrah		DUD II 101
Animalistic Power	DC: 16, Will negates [harmless]  SR: Yes [harmless]	1 standard action  Target: Creature touch	1 minute/level	Touch	V,S,M Caster Level: 4	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and	Constitution.			01(57.5)		DUD . 400
Animal Messenger School: Enchantment (Compulsion) [Mind-Affecting]				Close (35 ft.)	V,S,M	PHB: p.198
	DC: 16, None; see text	Standard Action	1 day/level	Close (55 It.)		
Effect: Sends a Tiny animal to a specific place.	SR: Yes	Target: One Tiny anim	al		Caster Level: 4	B. I.B
Effect: Sends a Tiny animal to a specific place. Animal Trance	SR: Yes DC: 16, Will negates; see text	Target: One Tiny anim	al Concentration	Close (35 ft.)	Caster Level: 4 V,S	PHB: p.198
Effect: Sends a Tiny animal to a specific place.  Computer Animal Trance  School: Enchantment (Compulsion) [Mind-Affecting, Sonic]  Effect: Fascinates 2d6 HD of animals.	SR: Yes DC: 16, Will negates; see text	Target: One Tiny anim Standard Action Target: Animals or ma	al  Concentration gical beasts with Intelligence 1 or 2	Close (35 ft.)	Caster Level: 4 V,S Caster Level: 4	
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action	Concentration gical beasts with Intelligence 1 or 2 1 minute/level	Close (35 ft.)	Caster Level: 4 V,S Caster Level: 4 V	PHB: p.198 SC: p.19
Effect: Sends a Tiny animal to a specific place.  Chool: Enchantment (Compulsion) [Mind-Affecting, Sonic]  Effect: Fascinates 2d6 HD of animals.  Chool: Abjuration  Effect: Gain temporary respite from the natural effects of a second content of the chool.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/	al  Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you	Close (35 ft.)	Caster Level: 4  V,S  Caster Level: 4  V  Caster Level: 4	SC: p.19
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.  DC: 16, N/A	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/ 1 standard action	Concentration gical beasts with Intelligence 1 or 2 1 minute/level	Close (35 ft.)	Caster Level: 4  V,S  Caster Level: 4  V  Caster Level: 4  V,S,M/DF	
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature// 1 standard action Target: You	al  Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]	Close (35 ft.) 20 ft. Personal	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V,S,M/DF  Caster Level: 4	SC: p.19
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.  DC: 16, N/A  SR: N/A	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]	Close (35 ft.)	Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S.M/DF Caster Level: 4 V,S.DF	SC: p.19
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless] specific plane. DC: 16, N/A  SR: N/A  SR: N/A  SR: Yes (harmless) ditional +1 per three levels above 3rd [max +5 at 1]	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action Target: Living creature/I thevel	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level e touched	Close (35 ft.) 20 ft.  Personal Touch	Caster Level: 4  V.S. Caster Level: 4  V.S.M/DF Caster Level: 4  V.S.M/DF Caster Level: 4  V.S. DF Caster Level: 4	SC: p.19 SC: p.23 PHB: p.203
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless] specific plane.  DC: 16, N/A  SR: N/A  SR: Yes (harmless) ditional +1 per three levels above 3rd [max +5 at 1  DC: 16, Will negates (harmless)	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action Target: Living creature 2th level Standard Action	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level touched 1 minute/level	Close (35 ft.) 20 ft. Personal	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V,S,M/DF  Caster Level: 4  V,S, DF  Caster Level: 4  V,S, DF	SC: p.19
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless] specific plane. DC: 16, N/A  SR: N/A  SR: Yes (harmless) ditional +1 per three levels above 3rd [max +5 at 1  DC: 16, Will negates (harmless)  SR: Yes	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action Target: Living creature 2th level] Standard Action Target: Creature toucl	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level e touched 1 minute/level evel	Close (35 ft.) 20 ft.  Personal  Touch	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V,S,M/DF  Caster Level: 4  V,S,DF  Caster Level: 4  V,S,DF  Caster Level: 4  V,S,DF  Caster Level: 4	SC: p.19 SC: p.23 PHB: p.203 PHB: p.203
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless] specific plane.  DC: 16, N/A  SR: N/A  SR: Yes (harmless) ditional +1 per three levels above 3rd [max +5 at 1  DC: 16, Will negates (harmless)	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action Target: Living creature 2th level] Standard Action Target: Creature touck	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level touched 1 minute/level	Close (35 ft.) 20 ft.  Personal Touch	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V,S,M/DF  Caster Level: 4  V,S, DF  Caster Level: 4  V,S, DF	SC: p.19 SC: p.23 PHB: p.203
Effect: Sends a Tiny animal to a specific place.	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.  DC: 16, N/A  SR: N/A  SR: N/A  SR: Yes (harmless)  ditional +1 per three levels above 3rd [max +5 at 1  DC: 16, Will negates (harmless)  SR: Yes  DC: 16, Reflex negates  SR: Yes	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/ 1 standard action Target: You Standard Action Target: Living creature 2th level Standard Action Target: Creature touch 1 standard action Target: One creature	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level e touched 1 minute/level eed Concentration	Close (35 ft.) 20 ft.  Personal  Touch	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S. DF  Caster Level: 4  V.S. DF  Caster Level: 4  V.S. DF  Caster Level: 4  V,S. DF	SC: p.19 SC: p.23 PHB: p.203 PHB: p.203
Effect: Sends a Tiny animal to a specific place.  Animal Trance  School: Enchantment (Compulsion) [Mind-Affecting, Sonic]  Effect: Fascinates 2d6 HD of animals.  Avoid Planar Effects  School: Abjuration  Effect: Gain temporary respite from the natural effects of a school: Divination  Effect: Gain +4 insight bonus to balance bonus; see text.  Barkskin  School: Transmutation  Effect: Grants +2 Enhancement bonus to natural armor. Add  Bear's Endurance  School: Transmutation  Effect: Subject gains +4 to Con for 1 minutes/level.  Chool: Evocation [Air]	SR: Yes  DC: 16, Will negates; see text  SR: Yes  SR: Yes [harmless]  specific plane.  DC: 16, N/A  SR: N/A  SR: N/A  SR: Yes (harmless)  ditional +1 per three levels above 3rd [max +5 at 1  DC: 16, Will negates (harmless)  SR: Yes  DC: 16, Reflex negates  SR: Yes	Target: One Tiny anim Standard Action Target: Animals or ma 1 immediate action Target: One creature/I 1 standard action Target: You Standard Action Target: Living creature 2th level] Standard Action Target: Creature touck	Concentration gical beasts with Intelligence 1 or 2  1 minute/level evel in a 20-ft. radius burst centered on you 1 minute/level [D]  10 minutes/level e touched 1 minute/level eed Concentration	Close (35 ft.) 20 ft.  Personal  Touch	Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S. DF  Caster Level: 4  V.S. DF  Caster Level: 4  V.S. DF  Caster Level: 4  V,S. DF	SC: p.19 SC: p.23 PHB: p.203 PHB: p.203

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DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 16, N/A SR: N/A	1 standard action  Target: You	1 round/level	Personal	V,S,M Caster Level: 4	SC: p.28
Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor.		1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.32
School: Transmutation  Effect: Spit caustic saliva into foes eyes on successful range	SR: Yes ed touch attack, Causes -4 penalty to attack roll.	Target: One missile of	spit		Caster Level: 4	
School: Transmutation  Effect: Target enters a rage, as its rage special ability, but th	DC: 16, Will negates SR: Yes	1 standard action  Target: Any creature w	Special; see text with the rage ability	Touch	V,S Caster Level: 4	SC: p.33
Body of the Sun	DC: 16, Reflex half SR: Yes	1 standard action	1 round/level	5 ft.	V,S,DF Caster Level: 4	SC: p.35
Effect: Fire and light extend 5ft. from caster's body inflicting  Brambles			1 round/level	Touch	V,S,M	SC: p.38
School: Transmutation Effect: Small magical thorns/spikes protrude from wooden w	SR: No eapon; gains a +1 to hit enhancement and deals		age.		Caster Level: 4	
School: Transmutation	SR: No	1 standard action  Target: 40-ft-radius sp	1 minute/level pread.	Medium (140 ft.)	V,S,DF Caster Level: 4	SC: p.39
Effect: As entangle, but thorns deal damage each round.  Bull's Strength School: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless)	Standard Action  Target: Creature touch	1 minute/level	Touch	V,S,M/DF Caster Level: 4	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 16, Will negates [harmless] SR: Yes [harmless]	1 standard action  Target: Creature touch	1 minute/level [D]	Touch	V,S,F/DF Caster Level: 4	SC: p.41
Effect: Burrow through earth at 30 ft unless wearing Medium Camouflage, Mass	or heavier armor or a Medium load than it is 20 ft DC: 16, Will negates [harmless]	1 standard action	10 minutes/level	Medium (140 ft.)	V,S	SC: p.43
School: Transmutation  Effect: As camouflage, except the effect is mobile within the		apart].	f creatures, no two of which can be more that	·	Caster Level: 4	
Cat's Grace School: Transmutation	DC: 16, Will negates (harmless) SR: Yes	Standard Action  Target: Creature touch	1 minute/level ned	Touch	V,S,M Caster Level: 4	PHB: p.208
Effect: Subject gains +4 to Dex for 1 minutes/level.  Chill Metal	DC: 16, Will negates (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	PHB: p.209
School: Transmutation [Cold]  Effect: Cold metal damages those who touch it.	SR: Yes (object)	Target: Metal equipme apart; or 100 lbs of me	ent of 1 creature/2 levels, no two of which ca etal	an be more than 30 ft.	Caster Level: 4	
Cloud Wings	DC: 16, Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	SC: p.49
School: Transmutation  Effect: Increases fly speed by 30 ft.  Countermoon	SR: Yes [harmless] DC: 16, Will negates [D]	Target: Creature touch  1 standard action	12 hours	Close (35 ft.)	Caster Level: 4 V,S,M	SC: p.53
School: Abjuration  Effect: Stops lycanthropic shapechanging for 12 hours.	SR: Yes	Target: One lycanthrop		(,	Caster Level: 4	
Creeping Cold School: Transmutation [Cold]	DC: 16, Fortitude half SR: Yes	1 standard action  Target: One creature	3 rounds	Close (35 ft.)	V,S,F Caster Level: 4	SC: p.55
Effect: Deals progressive damage from cold [+1d6/round].  Daggerspell Stance School: Abjuration	DC: 16, N/A SR: N/A	1 swift action  Target: You	1 round/level [D]	Personal	V,F Caster Level: 4	SC: p.57
Effect: Gain +2 insight bonus to hit and damage when you m			nd gain DR 5/magic when full defense. 1 round/level	50 ft.	V,S,DF	SC: p.61
School: Necromancy Effect: Wounded creatures suffer 3 extra hp/round.	SR: Yes	Target: Living enemies	s within a 50-ftradius emanation centered of	on you	Caster Level: 4	
□□□□ Delay Poison	DC: 16, Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 4	
Effect: Stops poison from harming subject for 1 hour/level.  Drifts of the Shalm		1 standard action	1 round/level	Medium (140 ft.)	V,S	PHB II: p.111
Effect: Stops poison from harming subject for 1 hour/level.  Dipins of the Shalm School: Evocation Effect: Delay enemies with a drift [double movement penalty	SR: No ] of snow, leaves or ash [your choice]; snow casu	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash	causes 3 fire damage.	V,S Caster Level: 4	
Effect: Stops poison from harming subject for 1 hour/level.  Drifts of the Shalm School: Evocation Effect: Delay enemies with a drift [double movement penalty  Earthbind School: Transmutation	SR: No ] of snow, leaves or ash [your choice]; snow casu DC: 16, Fortitude negates SR: Yes	1 standard action  Target: One 5-ft. squa	1 round/level re/level [S]		V,S Caster Level: 4	PHB II: p.111
Effect: Stops poison from harming subject for 1 hour/level.  Characteristics of the Shalm School: Evocation Effect: Delay enemies with a drift [double movement penalty Carbool: Transmutation Effect: Reduce a creatures fly speed to 0, airborne creatures Carbool: Transmutation Effect: Reduce a creatures fly speed to 0, airborne creatures Carbool: Transmutation Effect: Reduce a creatures fly speed to 0.	SR: No Jof snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.	1 standard action  Target: One 5-ft. squa ses 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D]	causes 3 fire damage. Medium (140 ft.)	V,S Caster Level: 4 V,S Caster Level: 4 V,S	
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ] of snow, leaves or ash [your choice]; snow casu DC: 16, Fortitude negates SR: Yes if all to the ground as if by featherfall. SR: Yes [object]	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./leve	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)	V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4	SC: p.76
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ] of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes [object] .  SR: Yes	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D]	causes 3 fire damage. Medium (140 ft.)	V,S Caster Level: 4 V,S Caster Level: 4 V,S	SC: p.76
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ] of snow, leaves or ash [your choice]; snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes [object] ).  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D]	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)	V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S	SC: p.76
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ] of snow, leaves or ash [your choice]; snow casu DC: 16, Fortitude negates SR: Yes if all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choice	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen ch	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D]  manation centered on you  10 minutes/level [D]	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal	V.S Caster Level: 4 V	SC: p.76  SC: p.76  SC: p.76  SC: p.79
Effect: Stops poison from harming subject for 1 hour/level.	SR: No of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes [harmless] It.	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen of 1 standard action  Target: Willing creatur	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./leve 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level te touched	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.	V.S Caster Level: 4 V.S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V Caster Level: 4 Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92
Effect: Stops poison from harming subject for 1 hour/level.	SR: No Of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes (object] OSR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A (ight vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen cf 1 standard action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level te touched Permanent until discharged [D]	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal	V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S	SC: p.76  SC: p.76  SC: p.76  SC: p.79
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ) of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes if all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: NA ight vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes [narmless] It. DC: 16, Reflex half; see text	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen cf 1 standard action  Target: Willing creatur 10 minutes	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you  10 minutes/level [D] hecks. 1 hour/level e touched  Permanent until discharged [D]  d  1 minute/level [D]	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal	V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S,M	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92
Effect: Stops poison from harming subject for 1 hour/level.	SR: No of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes [harmless] It. DC: 16, Reflex half; see text SR: Yes	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone strut 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen of 1 standard action  Target: Willing creatur 10 minutes  Target: Object touched Standard Action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you  10 minutes/level [D] hecks. 1 hour/level e touched  Permanent until discharged [D]  d  1 minute/level [D]	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch	V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S, D Caster Level: 4 V.S, M Caster Level: 4 V.S, DF	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231
Effect: Stops poison from harming subject for 1 hour/level.	SR: No Jof snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A light vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes [harmless] It. DC: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen cf 1 standard action  Target: Willing creatur 10 minutes  Target: Object touched  Standard Action  Target: Sword-like bea  Standard Action  Target: Standard Action  Target: Standard Action  Target: Standard Action  Target: 5-ftdiameter standard Action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level e touched  Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  O ft.  Medium (140 ft.)	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.MF Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.231
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ) of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes if all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: NA ight vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes [harmless] It. DC: 16, Reflex half; see text SR: Yes  CR: No	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen of 1 standard action  Target: Willing creatur 10 minutes  Target: Object touched  Standard Action  Target: Sword-like bea  Standard Action  Target: 5-ftdiameter s  Standard Action  Target: Fog spreads in	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level e touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level [D] am 1 round/level sphere 10 minutes/level	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  O ft.  Medium (140 ft.)	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S., M Caster Level: 4 V.S., M Caster Level: 4 V.S., MC Caster Level: 4 V.S., MC Caster Level: 4 V.S., MC Caster Level: 4 V.S. Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232
Effect: Stops poison from harming subject for 1 hour/level.	SR: No jof snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes [object] ).  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes DC: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes  CR: No DC: 16, Reflex negates SR: No DC: 16, Reflex half; SR: No DC: 16, Reflex half	1 standard action Target: One 5-ft. squaes 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone strut 1 standard action Target: One stone strut 1 standard action Target: 40-ft. radius er 1 standard action Target: You 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: 5-ftdiameter is Standard Action Target: Fog spreads in 1 standard action Target: Fog spreads in 1 standard action Target: Source-shaped in Target: Cone-shaped in	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level te touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere 10 minutes/level 10 20-ft. radius, 20 ft. high Instantaneous	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  O ft.  Medium (140 ft.)	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.MDF Caster Level: 4 V.S.MSF	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.231
Effect: Stops poison from harming subject for 1 hour/level.	SR: No jof snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes [object] ).  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes DC: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes  CR: No DC: 16, Reflex negates SR: No DC: 16, Reflex half; SR: No DC: 16, Reflex half	Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: One stone structure 1 standard action Target: 40-ft. radius er 1 standard action Target: You se. +2 spot and listen of 1 standard action Target: Willing creature 10 minutes Target: Object touched Standard Action Target: Sword-like beas Standard Action Target: Fog spreads in 1 standard action Target: Fog spreads in 1 standard action Target: Cone-shaped 1 the Reflex save. Standard Action	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level te touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere 10 minutes/level 10 20-ft. radius, 20 ft. high Instantaneous	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (140 ft.)  Medium (140 ft.)  30 ft.  60 ft.	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.MC Caster Level: 4 V.S.MC Caster Level: 4 V.S.MDF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.M	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232
Effect: Stops poison from harming subject for 1 hour/level.	SR: No ] of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] ).  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A ight vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless] SR: Yes [harmless] It. DC: 16, Reflex half; see text SR: Yes  CR: Yes  CR: Yes  CR: Yes  CR: Yes  CR: No DC: 16, Reflex negates SR: Yes  Jevel.  SR: No DC: 16, Reflex half SR: Yes  CR: No DC: 16, Reflex half SR: Yes  CR: Yes	1 standard action Target: One 5-ft. squaes 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone stru. 1 standard action Target: 40-ft. radius er 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Willing creatur 10 minutes Target: Sword-like bea Standard Action Target: 5-ftdiameter standard Action Target: Fog spreads in 1 standard action Target: Cone-shaped of the Reflex save. Standard Action Target: Cone-shaped of the Reflex save. Standard Action Target: Line-shaped of Target: Line-shaped of	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./leve 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level e touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere 10 minutes/level [D] Instantaneous burst 1 round	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (140 ft.)  Medium (140 ft.)  30 ft.  60 ft.	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.MDF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100
Effect: Stops poison from harming subject for 1 hour/level.	SR: No Jof snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes Is all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A light vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes DC: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex half SR: No  DC: 16, Reflex half SR: Yes  DC: 16, Reflex half SR: Yes  DC: 16, Fortitude negates SR: Yes  DC: 16, Fortitude negates SR: Yes  DC: 16, Fortitude negates SR: Yes	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone struct 1 standard action  Target: One stone struct 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen of 1 standard action  Target: Willing creatur 10 minutes  Target: Object toucher Standard Action  Target: Sword-like bea Standard Action  Target: Fog spreads in 1 standard action  Target: Fog spreads in 1 standard action  Target: Cone-shaped I 1 the Reflex save. Standard Action  Target: Line-shaped g 1 standard action  Target: Line-shaped g 1 standard action  Target: Line-shaped g 1 standard action  Target: You	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D]  10 minutes/level [D]  10 minutes/level [D]  11 minutes/level [D]  12 manation centered on you  12 minutes/level [D]  13 minutes/level [D]  14 minutes/level [D]  15 minutes/level [D]  16 minutes/level [D]  17 minutes/level [D]  18 minutes/level [D]  19 minutes/level [D]  10 minutes/level [D]  11 minutes/level [D]  12 minutes/level 13 minutes/level 14 minutes/level 15 minutes/level 16 minutes/level 17 minutes/level 18 minutes/level 19 minutes/level 19 minutes/level 10 minutes/level 10 minutes/level 10 minutes/level	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (140 ft.)  Medium (140 ft.)  30 ft.  60 ft. to the extreme of the	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S., M Caster Level: 4 V.S., MDF Caster Level: 4 V.S., MOF Caster Level: 4 V.S., MOF Caster Level: 4 V.S. Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238
Effect: Stops poison from harming subject for 1 hour/level.	SR: No Of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes If all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A Ight vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Of: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex half SR: Yes  DC: 16, Fortitude negates if they falled C: 16, Fortitude negates SR: Yes  DC: 16, Fortitude negates SR: Yes	1 standard action  Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone struct 1 standard action  Target: One stone struct 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You se. +2 spot and listen of 1 standard action  Target: Willing creatur 10 minutes  Target: Object toucher Standard Action  Target: Sword-like bea Standard Action  Target: Fog spreads in 1 standard action  Target: Fog spreads in 1 standard action  Target: Cone-shaped I 1 the Reflex save. Standard Action  Target: Line-shaped g 1 standard action  Target: Line-shaped g 1 standard action  Target: Line-shaped g 1 standard action  Target: You	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level e touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere 10 minutes/level [D] am 1 round/level sphere 10 minutes/level n 20-ft. radius, 20 ft. high Instantaneous burst 1 round ust of severe wind emanating out from you: 10 minutes/level Instantaneous	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (140 ft.)  Medium (140 ft.)  30 ft.  60 ft. to the extreme of the	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.M Caster Level: 4 V.S.MDF Caster Level: 4 V.S.MDF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.MOF Caster Level: 4 V.S.MC	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238
Effect: Stops poison from harming subject for 1 hour/level.	SR: No Of snow, leaves or ash [your choice]: snow casu DC: 16, Fortitude negates SR: Yes If all to the ground as if by featherfall.  SR: Yes [object]  SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A SR: N/A Ight vision and Scent or Blindsense 30' your choice DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Of: 16, Reflex half; see text SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex negates SR: Yes  DC: 16, Reflex half SR: Yes  DC: 16, Fortitude negates if they falled C: 16, Fortitude negates SR: Yes  DC: 16, Fortitude negates SR: Yes	Target: One 5-ft. squases 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: One stone structure 1 standard action Target: Willing creature 1 standard action Target: Willing creature 1 standard action Target: Willing creature 10 minutes Target: Object touched Standard Action Target: Sword-like beat Standard Action Target: Fog spreads in 1 standard action Target: Cone-shaped 1 the Reflex save. Standard Action Target: Line-shaped grange 1 standard action Target: Line-shaped grange 1 standard action Target: University of the standard action Target: Standard Action Target: Line-shaped grange 1 standard action Target: Standard Action Target: Line-shaped grange 1 standard action Target: Standard action Standard Act	1 round/level re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] manation centered on you 10 minutes/level [D] hecks. 1 hour/level e touched Permanent until discharged [D] d 1 minute/level [D] am 1 round/level sphere 10 minutes/level [D] am 1 round/level sphere 10 minutes/level n 20-ft. radius, 20 ft. high Instantaneous burst 1 round ust of severe wind emanating out from you: 10 minutes/level Instantaneous	causes 3 fire damage. Medium (140 ft.)  Close (35 ft.)  40 ft.  Personal  Touch  O ft.  Medium (140 ft.)  30 ft.  60 ft. to the extreme of the	V.S. Caster Level: 4 V.S.M Caster Level: 4 V.S.MDF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M Caster Level: 4	SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238  SC: p.110

March   Part	Effect: Subjects do honefit from concealment, on failed save	thou also take 1d4 fire damage each round [half	damaga an saval				
Part	*			7 rounds	Close (35 ft.)	V,S, DF	PHB: p.239
Part		- · · · · · · · · · · · · · · · · · · ·					
March Interest Property Inte		on. res (object)				Oddier Level. 4	
Part							
Manual Content   Manu	□□□□□ Hold Animal	DC: 16, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (140 ft.)	V,S	PHB: p.241
Description   Property   Proper		SR: Yes	Target: One animal			Caster Level: 4	
March Schemer   March Scheme	· · · · · · · · · · · · · · · · · · ·		1 standard action	1 round/lovel	Close (2F ft )	VCM	CC: p 120
Part   Description   Part	·						3C. p. 120
March   Marc		SR: No	Target: One creature/3	3 levels, no two of which are more than 30 f	t. apart	Caster Level: 4	
Section   Sect		DC: 16. Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V.DF	PHB II: p.117
Description   Process	·	- · · · · · · · · · · · · · · · · · · ·					
Description   Description   Description   Description   Service   Description   Service   Description   Descript						Caster Level. 4	
Section 15   Continue   15					Personal	V,S,DF	SC: p.133
Contine   Cont		SR: N/A	Target: You			Caster Level: 4	
March   Control material with with with with with with with with			g				
The content of the	□□□□□ Mark of the Outcast	DC: 16, Will negates	1 standard action	Permanent	Close (35 ft.)	V,S,DF	SC: p.138
Maries Face   1999	School: Necromancy	SR: Yes	Target: One creature			Caster Level: 4	
Section   1985   1995	Effect: Creates an indelible mark on the subjects face; see to						
Part	Master Air	DC: 16, N/A	1 standard action	1 round/level	Personal	V,S,F	SC: p.139
		SR: N/A	Target: You			Caster Level: 4	
Section Community   Sect		DC: 40 Will reserve Pharmalane	4	4it-/ll	Tarrah	V.C	CC: = 444
This is a least any sure control particular from process from the count in the count in the count in the process from process. It is also already as the process from proces				1 minute/level	louch		SC: p.144
						Caster Level: 4	
The personner   Service						VSDE	SC: p 146
The company of the property							00. p. 1 10
			rarget: Animai touche	a		Caster Level: 4	
Service Cont = 1 comparison   Service Cont = 1 cont			1 standard action	1 hour/level	Personal	V,S	SC: p.149
Description							
		, Survival and Handle Animal checks.	- J				
Part			Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
Second parties also Wise Informations		SR: Yes	Target: Creature touch	ned		Caster Level: 4	
Section   Sect	Effect: Subject gains +4 to Wis for 1 minutes/level.						
Second Designation   Second	Reduce Animal		Standard Action	1 hour/level [D]	Touch	V,S	PHB: p.269
		SR: No	Target: One willing an	imal of Small, Medium, Large, or Huge size		Caster Level: 4	
Section   Companies   Control   Co		DC: 16 Fortifued	Standard A-ti	10 minutes/love!	Touch	V.C. DE	DUD: p 070
Control   Cont	<u> </u>	- · · · · · · · · · · · · · · · · · · ·			Ouch		rпв: p.272
			Target: Creature touch	ned		Caster Level: 4	
Part			3 rounds	Instantaneous	Touch	VS	PHR: n 272
Secondary   Seco					Todon		111b. p.272
			rarget: Creature touch	ied		Caster Level: 4	
Second   Tournement   Second   Se			1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.179
Second   S	*		Target: Ray				
						040107 20701. 1	
Entropy   Entr	□□□□□ Scent		1 standard action	10 minutes/level	Touch	V,S,M	SC: p.180
	School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 4	
Short President Short Short President Short Shor	Effect: Bestows Scent ability with all the same powers.						
		DC: 16 Will pagatos [barmlage]	1 standard action	1 minute/level	Touch	V.S.M	SC: n 187
	UUUUSnare Husk	DC. 16, Will negates [narmless]	i Stariuaru actioni	i illiliate/level	roucii	,-,	ос. р. тот
Extend Transmission  SR Very Invanished  Transmission Transmission  SR Very Invanished  Transmission  Transmission  SR Very Invanished  Transmission  SR Very Invanished  SR Very Invanish	School: Divination	SR: Yes			Touch		СС. р. 101
Effect The subjects can immediately make one melber or ranged attack. Taking this action doesn't affect the subject or mainster order. This is no a insigh attack and follows the standard rules for attaching. This peak of subject to make more than one additional attack, in a point or casting of this signific or this peak of the subject to make whether the profession of a value.  School: Transmittation [Earth]  S	School: Divination Effect: You can sense all the stimuli the target animal sense	SR: Yes s.	Target: Animal touche	d		Caster Level: 4	
the subject to make come than one additional attack, in a round, if the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell falls. Ancare Material Compte (value of the source) and the spell falls and the spell falls. Ancare Material Compte (value scale) and the spell falls and the spell falls. Ancare Material Compte (value scale) and the spell falls and th	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless]	Target: Animal touche 1 standard action	d Instantaneous		Caster Level: 4 V,S,M/DF	
Ever active from a practive   Sundard Action   Institutaneous   Close (3ft   1)   V.S. DF   PHB; p. 260   School: Transmutation   Earth   Soft   Level   4   PHB; p. 260   School: Transmutation   Earth   Soft   Level   4   PHB; p. 260   School: Transmutation   Earth   Soft   Level   4   PHB; p. 260   School: Transmutation   Earth   Soft   Soft   Level   4   PHB; p. 260   School: Transmutation   Soft   So	School: Divination  Effect: You can sense all the stimuli the target animal sense  Graph Snake's Swiftness, Mass  School: Transmutation	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Allied creature	d Instantaneous s in a 20-ftradius burst	Medium (140 ft.)	Caster Level: 4  V,S,M/DF  Caster Level: 4	SC: p.193
Target: 10 ft./level square; see text	School: Divination  Effect: You can sense all the stimuli the target animal sense  School: Snake's Swiftness, Mass School: Transmutation  Effect: The subjects can immediately make one melee or rai	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in	d Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack :	Medium (140 ft.)	Caster Level: 4  V,S,M/DF  Caster Level: 4 dirules for attacking. Th	SC: p.193
Effect. Thus subject to clarge or dirt to sand or must.  School: Fig. Will negates (harmless)  School: Transmutation  SRY tes (harmless)  SRY tes	School: Divination  Effect: You can sense all the stimuli the target animal sense  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ca	d Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr	Medium (140 ft.) and follows the standarr rom any other source, the	Caster Level: 4  V,S,M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M	SC: p.193  is spell does not allow laterial Component: A
Content   Spider Climb	School: Divination  Effect: You can sense all the stimuli the target animal sense  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ca	d Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr	Medium (140 ft.) and follows the standarr rom any other source, the	Caster Level: 4  V,S,M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M	SC: p.193  is spell does not allow laterial Component: A
School: Comparation   Sr. Yes (harmless)   Farget: Creature to short   Sr. Yes (harm	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \] \[ \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a route we scales from a snake.  \[ \] \[ \] \[ \] \[ \] \] Soften Earth and Stone  School: Transmutation [Earth]	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional in	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ca  Standard Action	d Instantaneous s in a 20-ft-radius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr	Medium (140 ft.) and follows the standarr rom any other source, the	Caster Level: 4 V,S,M/DF Caster Level: 4 trules for attacking. This spell fails. Arcane M V,S, DF	SC: p.193  is spell does not allow laterial Component: A
Effect. The subject can climb and travel on vertical surfaces or even traverse coilings as well as a spider does. The affected cretains its Description was be loaded by any of make Climb of hecks to traverse a vertical of notincinal surface (even updied down). A spider climbing restaure restains its Description to Amor Classe (Far gay) while climbing and opponents of the restaure its and the control of the c	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] \[ \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rathe subject to make more than one additional attack in a routew scales from a snake.  \[ \] \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional: SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ	d Instantaneous s in a 20-ft-radius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous are; see text	Medium (140 ft.) and follows the standardom any other source, the	Caster Level: 4  V,S,M/DF  Caster Level: 4  f ules for attacking. Th its spell falls. Arcane M  V,S,DF  Caster Level: 4	SC: p.193 is spell does not allow laterial Component: A PHB: p.280
not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains is Desterity brouts of Amor Class (if anyly while climbing, and opponents get no special borius to their attacks agait cannot, however, use the run action while climbing. Maleral Component A drop of bitumen and alive spider, both of which must be eaten by the subject.	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] \[ \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rathe subject to make more than one additional attack in a roulew scales from a snake.  \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] Spider Climb	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional: SR: No DC: 16, Will negates (harmless)	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action	d Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text 10 minutes/level	Medium (140 ft.) and follows the standardom any other source, the	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. Th its spell falls. Arcane M  V.S. DF  Caster Level: 4  V.S.M	SC: p.193 is spell does not allow laterial Component: A PHB: p.280
Earnot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be subject.  School: Conjuration (Creation)  School: Conjuration (Creation)  School: Conjuration (Summon Nature's Ally II  School: Conjuration (Summon Nature's Ally II  School: Conjuration (Summon Nature's Ally II  School: Some of the summon of the su	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.  \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional s SR: No DC: 16, Will negates (harmless) SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch	d Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or ft Instantaneous are; see text 10 minutes/level	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)	Caster Level: 4  V.S.M/DF Caster Level: 4 If rules for attacking. This spell fails. Arcane M V.S. DF Caster Level: 4  V.S.M Caster Level: 4	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283
School: Conjuration (Creation)  SR: No  Target: One or more streams of splinters  Caster Level: 4  Filter. Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.  1 round 1 round evel [D] Close (35 ft.) V.S. DF PHB: p.288  School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 4  Filter. Calls creature to fight.  Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 4  Filter. Calls creature to fight.  Filter. A swarm of little creatures carpets the effects area, viscously attacking all other creatures here. [Foll on the table below to see what a sur of creature is symmoned.] A creature in the swarm who takes any other action, including leaving the swarm of the creatures carpets the effects area, viscously attacking all other creatures there. [Foll on the table below to see what a sur of creature is the swarm who takes no actions other than fighting special abilities also make a creature in the swarm who takes any other action, including leaving the swarm of the creatures attacks. Septleasching or concentration and seeds with a stream of proisonous creatures deals no damage to creatures who are immune to poison, though it still provers special abilities also make a creature immune to damage from the swarm. The swarm cannot be tought effectively with veapons, but fire and damaging area effects on torce it to disperse. The swarm dispresses when it has alwaym expecial abilities also make a creature immune to damage from the swarm. The swarm cannot be tought effectively with veapons, but fire and damaging area effects are not round if she has summoned later or one of the damage from the swarm summoned. [For example, only lifers are affected by a swarm of proisonous creatures datakes. Certain area or effect spells, such as gust of wind and stirking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only lifers are affected by a spea	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.  \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: The subject can climb and travel on vertical surfaces not make Climb checks to traverse a vertical or horizontal sur	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterify	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous are; see text 10 minutes/level ned must have its hands free to climb in this m t bonus to Armor Class [if any] while climbir	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gain:	Caster Level: 4  V.S.M/DF  Caster Level: 4  rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  s a climb speed of 20 fe	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 set; furthermore, it need
Effect: Make ranged attack to hit, on hit deal 4ds pieroing damage and threatens on 18-20. See lest.    School: Conjuration (Summoning)   SR: No   Target: One or more creatures, no two of which can be more than 30 ft. apart   Caster Levek: 4	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a roufew scales from a snake.  \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: The subject can climb and travel on vertical surfaces not make Climb checks to traverse a vertical or horizontal sucannot, however, use the run action while climbing. Material	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ca  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterijs both of which must be	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level ted must have its hands free to climb in this may bonus to Armor Class [if any] while climbir eaten by the subject.	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gains, g, and opponents get no	Caster Level: 4  V.S.M/DF  Caster Level: 4 If rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 s a climb speed of 20 fe o special bonus to their	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 eet; furthermore, it need a attacks against it. It
Phis p. 288   School Conjuration (Summoning)   SR: No   Target-Cine or more creatures, no two of which can be more than 30 ft. apart   Caster Level: 4	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \[ \] \] \[ \] \] \[ \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rathe subject to make more than one additional attack in a routew scales from a snake.  \[ \] \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \]  \[ \] \[ \] Spider Climb  School: Transmutation  Effect: Turn stone to clay or dirt to sand or mud.  \]  \[ \] \[ \] \[ \] Spider Climb  School: Turnsmutation  Effect: Turn stone to clay or dirt to sand or mud.  \]  \[ \] \[ \] Spider Climb  School: Turnsmutation  Effect: Turn stone to clay or dirt to sand or mud.  \]  \[ \] \[ \] Spider Climb  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] Spider Climb  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] Spider Climb  Effect: Turn stone to clay or dirt to sand or mud.  \[ \] Spider Effect: Turn stone to clay or dirt to sand or mud.  \[ \] \[ \] Spider Effect: Turn stone to clay or dirt to sand or mud.  \[	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] gged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional s SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider,	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ca  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterit, both of which must be 1 standard action	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level the must have its hands free to climb in this may bonus to Armor Class [if any] while climbine eaten by the subject. Instantaneous	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gains, g, and opponents get no	Caster Level: 4  V.S.M/DF  Caster Level: 4  If rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  s a climb speed of 20 fe o special bonus to their	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 eet; furthermore, it need a attacks against it. It
School: Conjuration (Summoning)  SR: No  1 round  Concentration + 2 rounds  Close (35 ft.)  V.S.MDF  PHB: p.289  School: Conjuration (Summoning)  SR: No  7 arget: One swam of below to be ske are store of creature is summoned]. A creature in the swam who takes on a colinously attacking all other creatures there. [Roll on the table who to best, rats, or spiders  Caster Level: 4  Effect: A swam of piosionous creatures deals no damage to creature shade and the swam who takes any other action, including leaving the swam, takes of creature is summoned]. A creature in the swam who takes on a colinous other than flighting creatures takes 1 point of damage on its turn. A creature in the swam who takes any other action, including leaving the swam, takes of creature is summoned]. A creature in the swam who takes on a colinous other than flighting creatures takes 1 point of damage on its turn. A creature in the swam who takes any other action, including leaving the swam, takes of the creature states. Spelicasting or concentration on spells within the impossible. A swam of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spelicasting and concentration. The creatures' states are normagical. Damage reduction, being incorporasi, special abilities also make a creature immune to damage from the swam. The swam cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swam disperses when it has taken a total points of damage per caster levels. Spelicasting and concentration. The creature immune to damage from the swam. The swam cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swam disperses when it has taken a total value of the contraction of the co	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ca  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterit, both of which must be 1 standard action	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level the must have its hands free to climb in this may bonus to Armor Class [if any] while climbine eaten by the subject. Instantaneous	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gains, g, and opponents get no	Caster Level: 4  V.S.M/DF  Caster Level: 4  If rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  s a climb speed of 20 fe o special bonus to their	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 eet; furthermore, it need a attacks against it. It
Effect: Calls creature to fight.  1 round Concentration + 2 rounds Close (35 ft.) V.S.MoF PHB: p.289 School: Conjuration (Summoning) SR: No Target: One swarm of bats, rats, or spiders Caster Level: 4 Effect: A swarm of little creatures carpets the effects area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm (lakes 14d points of damage + plonit per three caster levels. Spelleasting or concentration on spelle within it impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellicasting and consentration. The creatures datacks are normagical. Damage reduction, being incorporeal, and damage from the swarm. The swarm disperses when it has taken a total points of damage active in the swarm acron bet fought effectively with effe	School: Divination  Effect: You can sense all the stimuli the target animal sense  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.  School: Transmutation [Earth]  Effect: Tuns stone to clay or dirt to sand or mud.  School: Transmutation  Effect: The subject can climb and travel on vertical surfaces not make Climb checks to traverse a vertical or horizontal st cannot, however, use the run action while climbing. Material  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level and must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters	Medium (140 ft.) and follows the standard for any other source, the Close (35 ft.)  Touch anner. The subject gain, and opponents get in Close (35 ft.)	Caster Level: 4  V.S.M/DF Caster Level: 4 If rules for attacking. This spell fails. Arcane M V.S. DF Caster Level: 4  V.S.M Caster Level: 4 s a climb speed of 20 fe os special bonus to their V.S.M Caster Level: 4  V.S.M	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need rattacks against it. It  SC: p.203
Summon Swarm School: Conjuration (Summoning) SR: No Target: One swarm of bats, rats, or spiders Fifted: A swarm of little creatures carpets the effect's area, violously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 14d points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within it inpossible. A swarm of poisonous creatures deals no damage to creatures who actions on their than fighting creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 14d points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within it inpossible. A swarm of poisonous creatures deals no damage to creatures who actions of the properties to damage and the swarm damage of concentrating on spells within it in provided to the swarm summon on the provided part of the provided in the swarm shall provided the swarm summon of the swarm summon of providing in concentrating on spells within it in provided the swarm summon of the providing and concentration. The creatures statics are normagical. Damage reduction, begin in compression, special adulting and concentration. The creatures statics are normagical. Damage reduction, begin in compression, special adulting and concentration. The creatures statics are normagical. Damage reduction, begin in compression, special adulting and concentration. The creatures statics are normagical. Damage reduction, begin in compression, special adulting and concentration. The creatures statics are normagical. Damage reduction, begin in compression, special adulting and concentrations of the swarm summon of the swarm summon of the swarm within the swarm within the same increase and section. The creature is the swarm	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \[ \] \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.  \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  \[ \] \[ \] \[ \] Spider Climb  School: Transmutation  Effect: The subject can climb and travel on vertical surfaces not make Climb checks to traverse a vertical or horizontal si cannot, however, use the run action while climbing. Material  \[ \] \[ \] \[ \] Splinterbolt  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing de  \[ \] \[ \] Summon Nature's Ally II	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No mage and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s 1 round	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my toonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D]	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)	Caster Level: 4  V.S.M/DF Caster Level: 4 If rules for attacking. This spell fails. Arcane M V.S. DF Caster Level: 4  V.S.M	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need rattacks against it. It  SC: p.203
School: Conjuration (Summoning)  SR: No  Target: One swarm of bats, rats, or spiders  Caster Level: 4  Effect: A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what 4s or to creature is summoned]. A creature in the swarm who takes no actions of the than fighting on the table place of the prints of damage +1 point per three caster levels. Spelicasting or concentrating on spells within it impossible. A swarm of pittle creatures deals no damage to creatures who are immune to poison, though it still prevents spelicasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively weapons, but fire and damaging area effects can roore it to disperse. The swarm disperses when it has taken a total points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. For example, only fliers are affected by a wind. The swarm is stationary once summoned. A druid caster, however, can las a move-equaried action of levels as a move-equaried action of levels as a movement of the swarm to save up to 30 feet per round (if she has summoned bats or beetles). Arcane Material of the swarm is stationary once summoned. A druid caster, however, and as a move-equaried action of levels are affected by a wind. The swarm is stationary once summoned. A druid caster, however, and is an amove equaried action. The reduction of the swarm summoned (For example, only fliers are affected by a wind.) The swarm is stationary once summoned. A druid caster, however, and the foreign and the swarm to move up to 30 feet per round if she has summoned bats or beetles! Arcane Material of the swarm summoned (For example, only fliers are affected by a wind.) The swarm summoned (For example, only fliers are aff	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No mage and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s 1 round	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my toonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D]	Medium (140 ft.) and follows the standardom any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)	Caster Level: 4  V.S.M/DF Caster Level: 4 If rules for attacking. This spell fails. Arcane M V.S. DF Caster Level: 4  V.S.M	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need rattacks against it. It  SC: p.203
Effect: A swarm of little creatures carpets the effects area, violously attacking all other creatures three. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting creatures sets 1 point of damage + 1 point per three castel revies. Specialesting or concentrating on special within it impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are normagical. Damage reduction, being incorporeal, but the swarm damage on its turn. A creature in the swarm who takes any other action, including legisle within it impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are normagical. Damage reduction, being incorporeal, but the swarm and the swarm swarm damage and states are contracted to disperse. The swarm disperses when it has attack at a total points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only fliers are affected by a case of each cloth.] 1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No mage and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more c	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level and must have its hands free to climb in this may bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gain: gg, and opponents get in Close (35 ft.)  Close (35 ft.)  close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  s a climb speed of 20 fe o special bonus to their  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288
creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 144 points of damage +1 point per three caster levels. Spellcastling or concentration. The rocentures intacks are nonmagical. Damage reduction, being incorporeal, special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with veapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total points of damage per caster levels are nonmaging. Demage reduction, being individual points of the swarm summoned, For example, only fliers are affected by a wind. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material CA square of red coloh. [1-8 Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beetles]	School: Divination  Effect: You can sense all the stimuli the target animal sense  \[ \] \[ \] \[ \] \[ \] \] Snake's Swiftness, Mass  School: Transmutation  Effect: The subjects can immediately make one melee or rat the subject to make more than one additional attack in a rou few scales from a snake.  \[ \] \[ \] Soften Earth and Stone  School: Transmutation [Earth]  Effect: Tuns stone to clay or dirt to sand or mud.  \[ \] \[ \] Spider Climb  School: Transmutation  Effect: The subject can climb and travel on vertical surfaces not make Climb checks to traverse a vertical or horizontal st cannot, however, use the run action while climbing. Material  \[ \] \[ \] \[ \] Splinterbolt  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da  \[ \] \[ \] \[ \] Summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Calls creature to fight.  \[ \] \[ \] Summon Swarm	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No image and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s 1 round  1 round	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this may bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gain: gg, and opponents get in Close (35 ft.)  Close (35 ft.)  close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 If rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 eet; furthermore, it need a rattacks against it. It SC: p.203 PHB: p.288
special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total points of damage per caster level from these attacks. Certain area or effect to spells, such as gust of wind a sisting oldur, disperses a swarm immediately if appropriate to the swarm swmmoned. If or warmle, only filters are affected by a wind]. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material CA square of red cloth, [1-8 = Rats; 9-14 = Bats; 15-16 = Spiders; 17-18 Centipedes; 19-20 Flying Beettles]	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No SR: No SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ca  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Deuterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more of  1 round  Target: One swarm of	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr. Instantaneous lare; see text  10 minutes/level lared must have its hands free to climb in this may bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  130 ft. apart  Close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 If rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4	SC: p.193 is spell does not allow laterial Component: A PHB: p.280 PHB: p.283 set; furthermore, it need r attacks against it. It SC: p.203 PHB: p.288 PHB: p.289
points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. For example, only fliers are affected by a warm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material CA square of red cloth, [1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]    Online   1 round   10 minutes/level [D]   Medium (140 ft.)   V,S,M   SC; p.217	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional i  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider,  SR: No  SR: No  SR: No  SR: No  SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more of 1 round  Target: One swarm of the table below to swarm of the table below to swarm of the table below to swarm of the swarm, taket swarm, taket	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e that sort of creature is summoned]. A cres 14d points of damage +1 point per three of	Medium (140 ft.)  and follows the standard or any other source, the Close (35 ft.)  Touch  anner. The subject gain.  and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  and opponents get in Close (35 ft.)  close (35 ft.)  auture in the swarm who asster levels. Spellcastir	Caster Level: 4  V.S.M/DF Caster Level: 4 If rules for attacking. This spell fails. Arcane M V.S., DF Caster Level: 4  V.S.M Caster Level: 4 s a climb speed of 20 fe o special bonus to their V.S.M Caster Level: 4 V.S., DF Caster Level: 4 V.S., DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 V.S.M/DF Caster Level: 4 takes no actions othering or sone contrating on s	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is
A square of red cloth. [1-8e. Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]    Oranger: One creature   SR: Yes [harmless]   Target: One creature   Caster Level: 4	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No Image and threatens on 18-20. See text.  SR: No SR: No iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including leg to creatures who are immune to poison, though	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  1 round	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a string of this spell, from the haste spell, or fr Instantaneous sare; see text  10 minutes/level ned must have its hands free to climb in this me r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atte	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a 30 ft. apart  Close (35 ft.) auture in the swarm who aster levels. Spellcastir oaks are normagical. Di	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 s a climb speed of 20 fc o special bonus to their  V.S.M  Caster Level: 4 V.S.M  Caster Level: 4 V.S.M  Caster Level: 4 V.S.M  Caster Level: 4 V.S.MDF  Caster Level: 4 takes no actions other ig or concentrating on s	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need a attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is jincorporeal, and other
1 round   10 minutes/level [D]   Medium (140 ft.)   V,S,M   SC: p.217   Schoot: Transmutation [Water]   SR: Yes [harmless]   Target: One creature   Effect: Gain swim speed and +8 to Swim checks.   1 swift action   1 round   Living creature touched   V   SC: p.221	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No  Image and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No  SR: No  iciously attacking all other creatures there. [Roll o he swarm who takes any other action, including le ge to creatures who are immune to poison, though m the swarm. The swarm cannot be fought effect a rear or effect spells, such as gust of wind and s'	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se aving the swarm, take it still prevents spellice vely with weapons, but inking cloud, disperse	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text  10 minutes/level ned must have its hands free to climb in this may r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' a swarm immediately if appropriate to the s'	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a30 ft. apart Close (35 ft.) auture in the swarm who aster levels. Spelicastir caster levels. Spelicastir close kas are nonmagical. Dit to disperse. The swarm warm summorned. (For	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  o special bonus to their  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.M/DF  Caster Level: 4  Itakes no actions other gor concentrating on s manage reduction, being disperses when it has axample, endy fliers are	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 bit affected by a gust of
School: Transmutation [Water] SR: Yes [harmless] Target: One creature    Caster Level: 4   Effect: Cains wim speed and +9 to Swim checks.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s.  DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.  SR: No  SR: No  SR: No Iniciously attacking all other creatures there. [Roll o he swarm who takes any other action, including le ge to creatures who are immune to poison, thougt mthe swarm. The swarm cannot be fought effect n area or effect spells, such as gust of wind and ster, however, can [as a move-equivalent action] dere, however, can [as a move-equivalent action]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se aving the swarm, take it still prevents spellice vely with weapons, but inking cloud, disperse	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text  10 minutes/level ned must have its hands free to climb in this may r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' a swarm immediately if appropriate to the s'	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a30 ft. apart Close (35 ft.) auture in the swarm who aster levels. Spelicastir caster levels. Spelicastir close kas are nonmagical. Dit to disperse. The swarm warm summorned. (For	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  o special bonus to their  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.M/DF  Caster Level: 4  Itakes no actions other gor concentrating on s manage reduction, being disperses when it has axample, endy fliers are	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 bit affected by a gust of
Effect: Gain swim speed and +8 to Swim checks.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s.  DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.  SR: No  SR: No  SR: No Iniciously attacking all other creatures there. [Roll o he swarm who takes any other action, including le ge to creatures who are immune to poison, thougt mthe swarm. The swarm cannot be fought effect n area or effect spells, such as gust of wind and ster, however, can [as a move-equivalent action] dere, however, can [as a move-equivalent action]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterify both of which must 1 standard action  Target: One or more s  1 round  Target: One or more of 1 round  Target: One swarm of 1 he table below to se awing the swarm, takes it still prevents spellca vely with weapons, builting cloud, disperse irect the swarm to move	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre 1 d4d points of damage +1 point per three o string and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou	Medium (140 ft.)  and follows the standard on any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  sature in the swarm who aster levels. Spellcastir acks are nonmagical. Duto disperse. The swarm warm summoned. [For ind if she has summone ind if she has summone individual in the swarm with a commoned of the common of the commoned individual i	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/IDF  Caster Lev	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:
School: Transmutation   SR: No   Target: You   Touched   Caster Level: 4   Scipalar	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  Or even traverse ceilings as well as a spider does  ufface [even upside down]. A spider climbing creat  Component - A drop of bitumen and a live spider,  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No  iciciously attacking all other creatures there. [Roll o he swarm who takes any other action, including be get to creatures who are immune to poison, though in the swarm. The swarm cannot be fought effect a rear or effect spells, such as gust of wind and si  ster, however, can [as a move-equivalent action] dis  ster, however, can [as a move-equivalent action]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in stlack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 it still prevents spellice vely with weapons, but it still prevents spellice vely with weapons, but inking cloud, disperse irect the swarm to mov 1 round	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre 1 d4d points of damage +1 point per three o string and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou	Medium (140 ft.)  and follows the standard on any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  sature in the swarm who aster levels. Spellcastir acks are nonmagical. Duto disperse. The swarm warm summoned. [For ind if she has summone ind if she has summone individual to the standard individual to the swarm with a standard in the swarm with a standard individual to the swarm with a swarm summoned. [For individual the swarm with a swarm summoned.]	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 o special bonus to their  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  I skes no actions other go concentrating on samage reduction, being disperses when it has a samaple conduction of the samage reduction, being disperses when it has samaple conductions of the samage reduction. Being disperses when it has aswample, only fliers are d bats or beetles]. Arca V.S.M.	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:
School: Transmutation  SR: No  Target: You  Caster Level: 4  Fifect: As greater magic fang.  Cohol: Enchantment (Charm) [Mind-Affecting]  SR: Yes [harmless]  Target: Animal touched  SR: Yes [harmless]  Target: Animal touched  Touch  V.S.DF  SC: p.221  Caster Level: 4  Fifect: You look exactly like a tree for 1 hour/level.  SR: Yes (object)  Standard Action  Target: You  Standard Action  Instantaneous  Close (35 ft.)  V,S  PHB: p.300  School: Transmutation  SR: Yes (object)  Standard Action  Target: One Small wooden object/level, all within a 20-ft. radius  Fifect: Bends wood [shaft, handle, door, plank].  Caster Level: 4  Fifect: Bends wood [shaft, handle, door, plank].  Target: Winged creature touched  Fifect: Wanuverability improves by one step.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  Or even traverse ceilings as well as a spider does  ufface [even upside down]. A spider climbing creat  Component - A drop of bitumen and a live spider,  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No  iciciously attacking all other creatures there. [Roll o he swarm who takes any other action, including be get to creatures who are immune to poison, though in the swarm. The swarm cannot be fought effect a rear or effect spells, such as gust of wind and si  ster, however, can [as a move-equivalent action] dis  ster, however, can [as a move-equivalent action]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in stlack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 it still prevents spellice vely with weapons, but it still prevents spellice vely with weapons, but inking cloud, disperse irect the swarm to mov 1 round	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre 1 d4d points of damage +1 point per three o string and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou	Medium (140 ft.)  and follows the standard on any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  sature in the swarm who aster levels. Spellcastir acks are nonmagical. Duto disperse. The swarm warm summoned. [For ind if she has summone ind if she has summone individual to the standard individual to the swarm with a standard in the swarm with a standard individual to the swarm with a swarm summoned. [For individual the swarm with a swarm summoned.]	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 o special bonus to their  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  I skes no actions other go concentrating on samage reduction, being disperses when it has a samaple conduction of the samage reduction, being disperses when it has samaple conductions of the samage reduction. Being disperses when it has aswample, only fliers are d bats or beetles]. Arca V.S.M.	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component.
Effect: As greater magic fang.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  Or even traverse ceilings as well as a spider does  ufface [even upside down]. A spider climbing creat  Component - A drop of bitumen and a live spider,  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No  iciciously attacking all other creatures there. [Roll o he swarm who takes any other action, including be get to creatures who are immune to poison, though in the swarm. The swarm cannot be fought effect a rear or effect spells, such as gust of wind and si  ster, however, can [as a move-equivalent action] dis  ster, however, can [as a move-equivalent action]	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One swarm of n the table below to see aving the swarm, take: it still prevents spelice up with weapons, but inking cloud, disperse irect the swarm to mov  1 round	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [D]	Medium (140 ft.)  and follows the standard or any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  ature in the swarm who aster levels. Spellcastir closes are nonmagical. Die to disperse. The swarm warm summoned. [For and if she has summone Medium (140 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4  I rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component.  SC: p.217
DC: 16, Will negates [harmless]  10 minutes  1 hour/level  1 hour/level  10 minutes  1 hour/level	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No umage and threatens on 18-20. See text.  SR: No swarm who takes any other action, including le ge to creatures who are immune to poison, how in the swarm. The swarm cannot be fought effect n area or effect spells, such as gust of wind and is st; 17-18 Centipedes; 19-20 Flying Beettles] SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One swarm of n the table below to se saving the swarm, take ut still prevents spellce vely with weapons, but inking cloud, disperse irect the swarm to mov  1 round  Target: One creature  1 swift action	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [D]	Medium (140 ft.)  and follows the standard or any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  ature in the swarm who aster levels. Spellcastir closes are nonmagical. Die to disperse. The swarm warm summoned. [For and if she has summone Medium (140 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 drules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S., M  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., MF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  dakes no actions other gor concentrating on a manage reduction, being it gibs perses when it has example, only filers are do bats or beetles]. Arce  V.S.M  Caster Level: 4	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component.  SC: p.217
School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal touched Effect: You temporarily boost the number of tricks that an animal knows.  Standard Action 1 hour/level [D] Personal V,S, DF PHB: p.296 School: Transmutation SR: No Target: You  Target: You  Target: You  Target: You  Target: You  School: Transmutation  SR: No Target: You  School: Transmutation  SR: Yes (object) Standard Action Instantaneous Close (35 ft.) V,S PHB: p.300  School: Transmutation  SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius  Effect: Bends wood [shaft, handle, door, plank].  Target: Winged creature touched  Touch V SC: p.240  School: Transmutation SR: No Target: Winged creature touched	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] ged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does rface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No umage and threatens on 18-20. See text.  SR: No swarm who takes any other action, including le ge to creatures who are immune to poison, how in the swarm. The swarm cannot be fought effect n area or effect spells, such as gust of wind and is st; 17-18 Centipedes; 19-20 Flying Beettles] SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place ir attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One swarm of n the table below to se saving the swarm, take ut still prevents spellce vely with weapons, but inking cloud, disperse irect the swarm to mov  1 round  Target: One creature  1 swift action	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level thed must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [D]	Medium (140 ft.)  and follows the standard or any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  ature in the swarm who aster levels. Spellcastir closes are nonmagical. Die to disperse. The swarm warm summoned. [For and if she has summone Medium (140 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 drules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S., M  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., DF  Caster Level: 4  V.S., MF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  dakes no actions other gor concentrating on a manage reduction, being it gibs perses when it has example, only filers are do bats or beetles]. Arce  V.S.M  Caster Level: 4	SC: p.193  is spell does not allow laterial Component: A  PHB: p.280  PHB: p.283  eet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component.  SC: p.217
Effect: You temporarily boost the number of tricks that an animal knows.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s.  DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No  mage and threatens on 18-20. See text.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be at standard action  Target: One or more of 1 round  Target: One swarm of 1 round  Target: One swarm of 1 tritistill prevents spellice vely with weapons, but it still prevent spellice vely with one or more 1 round  Target: One creature 1 swift action  Target: You	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a string of this spell, from the haste spell, or fr Instantaneous sare; see text  10 minutes/level ned must have its hands free to climb in this me r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c string and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a 30 ft. apart  Close (35 ft.) auture in the swarm who aster levels. Spellicastir caster levels. Spellicastir control of the control of	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 so a climb speed of 20 fe so special bonus to their  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.MF  Caster Level: 4  takes no actions other g or concentrating on samage reduction, being disperses when it has amage reduction, being disperses when it has example, only filers are d bats or beetles]. Arca  V.S.M  Caster Level: 4  V. Caster Level: 4  V. Caster Level: 4  V. Caster Level: 4	SC: p.193 is spell does not allow laterial Component: A PHB: p.280  PHB: p.283 eet; furthermore, it need a attacks against it. It SC: p.203  PHB: p.288  PHB: p.289 It than fighting off the spells within the swarm is jincorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component. SC: p.217  SC: p.221
Standard Action 1 hour/level [D] Personal V,S, DF PHB: p.296 Schoot: Transmutation  Effect: You look exactly like a tree for 1 hour/level.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s.  DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider; SR: No  mage and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round Target: One swarm of 1 it still prevents spellce vely with weapons, but it still prevents spellce vely with weapons, but inking cloud, disperse rect the swarm to mov  1 round  Target: One creature  1 swift action  Target: You  10 minutes	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous are; see text 10 minutes/level ned must have its hands free to climb in this ma 'bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders a what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atta fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a 30 ft. apart  Close (35 ft.) auture in the swarm who aster levels. Spellicastir caster levels. Spellicastir control of the control of	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell falls. Arcane M  V.S.DF  Caster Level: 4 V.S.M  Caster Level: 4 s o special bonus to their  V.S.DF  Caster Level: 4 V.S.DF  Caster Level: 4 V.S.DF  Caster Level: 4 V.S.MDF	SC: p.193 is spell does not allow laterial Component: A PHB: p.280  PHB: p.283 eet; furthermore, it need a attacks against it. It SC: p.203  PHB: p.288  PHB: p.289 It than fighting off the spells within the swarm is jincorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component. SC: p.217  SC: p.221
School: Transmutation SR: No Target: You Standard Action Instantaneous Close (35 ft.) V,S PHB: p.300 School: Transmutation SR: Yes (object) Standard Action Instantaneous Close (35 ft.) V,S PHB: p.300 School: Transmutation SR: Yes (object) Transmutation SR: Yes (object) Transmutation Instantaneous Transmutation SR: Yes (object) Transmutation Instantaneous Transmutation Transmutation Transmutation Instantaneous Transmutation Transmuta	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round Target: One swarm of 1 it still prevents spellce vely with weapons, but it still prevents spellce vely with weapons, but inking cloud, disperse rect the swarm to mov  1 round  Target: One creature  1 swift action  Target: You  10 minutes	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous are; see text 10 minutes/level ned must have its hands free to climb in this ma 'bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders a what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atta fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round	Medium (140 ft.) and follows the standard or any other source, the Close (35 ft.)  Touch anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.) a 30 ft. apart  Close (35 ft.) auture in the swarm who aster levels. Spellicastir caster levels. Spellicastir control of the control of	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell falls. Arcane M  V.S.DF  Caster Level: 4 V.S.M  Caster Level: 4 s o special bonus to their  V.S.DF  Caster Level: 4 V.S.DF  Caster Level: 4 V.S.DF  Caster Level: 4 V.S.MDF	SC: p.193 is spell does not allow laterial Component: A PHB: p.280  PHB: p.283 eet; furthermore, it need a attacks against it. It SC: p.203  PHB: p.288  PHB: p.289 It than fighting off the spells within the swarm is jincorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component. SC: p.217  SC: p.221
Effect: You look exactly like a tree for 1 hour/level.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in stlack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One or more of 1 the table below to see awing the swarm, take it still prevents spelice vely with weapons, but it still prevents spelice vely with weapons, but inking cloud, disperse irect the swarm to mov  1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this may r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three o sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round  1 hour/level d	Medium (140 ft.)  and follows the standard orn any other source, the Close (35 ft.)  Touch  anner. The subject gain, g. and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  ature in the swarm who aster levels. Spellicastir close (35 ft.)  ature in the swarm who aster levels. Spellicastir close (35 ft.)  ature in the swarm who aster levels. Spellicastir of the swarm who aster levels. Spellicastir of the swarm with commond. For ond if she has summone Medium (140 ft.)  Living creature touched	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4 o special bonus to their  V.S.M  Caster Level: 4  V.S.MF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/CASTER Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spell swihin the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component.  SC: p.217  SC: p.221  SC: p.221
School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Caster Level: 4  Effect: Bends wood (shaft, handle, door, plank).	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s.  DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider.  SR: No  Image and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: On ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 it still prevents spellic vely with weapons, but it still prevents spellic vely with weapons, but it still prevents spellic vely with weapons, but it still prevents spellic vely with one 1 round  Target: One creature  1 swift action  Target: Animal touche Standard Action	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this may r bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three o sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round  1 hour/level d	Medium (140 ft.)  and follows the standard orn any other source, the Close (35 ft.)  Touch  anner. The subject gain, g. and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  ature in the swarm who aster levels. Spellicastir close (35 ft.)  ature in the swarm who aster levels. Spellicastir close (35 ft.)  ature in the swarm who aster levels. Spellicastir of the swarm who aster levels. Spellicastir of the swarm with commond. For ond if she has summone Medium (140 ft.)  Living creature touched	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.MF	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component  SC: p.217  SC: p.221  SC: p.221
Effect: Bends wood [shaft, handle, door, plank].	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S. DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No  Indiciously attacking all other creatures there. [Roll of the swarm who takes any other action, including go to creatures who are immune to poison, though made and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch The affected creature ure retains its Dextering both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se awing the swarm, take the swarm to mov 1 round 1 round 1 rarget: One creature 1 swift action 1 round 1 rarget: One creature 1 swift action  Target: You 10 minutes  Target: Animal touche Standard Action  Target: You  Standard Action  Target: You  Standard Action  Target: You	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three or sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round 1 hour/level d 1 hour/level [D]	Medium (140 ft.)  and follows the standard orn any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  and the swarm who aster levels. Spelleastire closes are normagical. Duto disperse. The swarm with a close are normagical. Duto disperse. The swarm with swarm summoned. [For norm of if she has summone Medium (140 ft.)  Living creature touched  Touch  Personal	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.DF  Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need a attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component  SC: p.217  SC: p.221  SC: p.221  PHB: p.296
Unige of Air  School: Transmutation  SR: No  Target: Winged creature touched  Caster Level: 4  Effect: Manuverability improves by one step.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No  Indiciously attacking all other creatures there. [Roll of the swarm who takes any other action, including go to creatures who are immune to poison, though made and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch The affected creature ure retains its Dextering both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se awing the swarm, take the swarm to mov 1 round 1 round 1 rarget: One creature 1 swift action 1 round 1 rarget: One creature 1 swift action  Target: You 10 minutes  Target: Animal touche Standard Action  Target: You  Standard Action  Target: You  Standard Action  Target: You	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three or sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the si e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round 1 hour/level d 1 hour/level [D]	Medium (140 ft.)  and follows the standard orn any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  and the swarm who aster levels. Spelleastire closes are normagical. Duto disperse. The swarm with a close are normagical to the same of the swarm with a close are normagical. Duto the same of the swarm with a close are normagical. Duto the swarm with a close are normagical	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.DF  Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 bit affected by a gust of ane Material Component.  SC: p.217  SC: p.221  SC: p.221  PHB: p.296
School: Transmutation SR: No Target: Winged creature touched Caster Level: 4  Effect: Manuverability improves by one step.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does ufface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No DC: 16, Will negates [harmless] SR: Yes [harmless]  SR: No DC: 16, Will negates [harmless] SR: No DC: 16, Will negates (object)	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in stlack, due to a prior ce Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One or more of 1 the table below to see awing the swarm, take it still prevents spellice vely with weapons, but it still prevents spellice vely with weapons, but it still prevents spellice vely with weapons, but 1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche Standard Action  Target: You  Standard Action	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this may bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round  1 hour/level d 1 hour/level [D] Instantaneous	Medium (140 ft.)  and follows the standard orn any other source, the Close (35 ft.)  Touch  anner. The subject gaining, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  and the swarm who aster levels. Spelleastire closes are normagical. Duto disperse. The swarm with a close are normagical to the same of the swarm with a close are normagical. Duto the same of the swarm with a close are normagical. Duto the swarm with a close are normagical	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.DF	SC: p.193  is spell does not allow atterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:  SC: p.217  SC: p.221  SC: p.221  PHB: p.296
Effect: Manuverability improves by one step.	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes s. DC: 16, Will negates [harmless] SR: Yes [harmless] nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional is  SR: No  DC: 16, Will negates (harmless) SR: Yes (harmless) or even traverse ceilings as well as a spider does ufface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.  SR: No  SR: No  SR: No  SR: No DC: 16, Will negates [harmless] SR: Yes [harmless]  SR: No DC: 16, Will negates [harmless] SR: No DC: 16, Will negates (object)	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterify both of which must 1 standard action  Target: One or more s  1 round  Target: One or more of 1 round  Target: One swarm of 1 rhe table below to se awing the swarm, takes it still prevents spellca vely with weapons, bar inking cloud, disperse rect the swarm to mov  1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre 1 dd points of damage +1 point per three o string and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the st e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round 1 hour/level d 1 hour/level [D] Instantaneous oden object/level, all within a 20-ft. radius	Medium (140 ft.)  and follows the standarr om any other source, the Close (35 ft.)  Touch  anner. The subject gain- ig, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  to disperse. The swarm who aster levels. Spellcastir- acts are nonmagical. Dit to disperse. The swarm warm summoned. [For indifferent of the swarm with the same summone of the swarm with the same summone of the swarm with the same summone.  Medium (140 ft.)  Living creature touched  Touch  Personal  Close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.DF  Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  pet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  It than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No sufficiency (see the see the se	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterify both of which must be the standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se aving the swarm, take it still prevents spellce vely with weapons, but inking cloud, disperse irect the swarm to mov 1 round  Target: One creature 1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: One Small wo 1 standard action  Target: One Small wo 1 standard action	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre stidy points of damage +1 point per three o sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round 1 hour/level d 1 hour/level [D] Instantaneous oden object/level, all within a 20-ft. radius 1 minute/level	Medium (140 ft.)  and follows the standarr om any other source, the Close (35 ft.)  Touch  anner. The subject gain- ig, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  to disperse. The swarm who aster levels. Spellcastir- acts are nonmagical. Dit to disperse. The swarm warm summoned. [For indifferent of the swarm with the same summone of the swarm with the same summone of the swarm with the same summone.  Medium (140 ft.)  Living creature touched  Touch  Personal  Close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/IDF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.Caster Level: 4  V.S.Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  pet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No sufficiency (see the see the se	Target: Animal touche  1 standard action  Target: Alilied creature ubject's normal place in attack, due to a prior ce  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterify both of which must be the standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 the table below to se aving the swarm, take it still prevents spellce vely with weapons, but inking cloud, disperse irect the swarm to mov 1 round  Target: One creature 1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: One Small wo 1 standard action  Target: One Small wo 1 standard action	Instantaneous s in a 20-ftradius burst n the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous sare; see text 10 minutes/level ned must have its hands free to climb in this my bonus to Armor Class [if any] while climbir eaten by the subject. Instantaneous treams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cre stidy points of damage +1 point per three o sting and concentration. The creatures' atte fire and damaging area effects can force it a swarm immediately if appropriate to the s' e up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round 1 hour/level d 1 hour/level [D] Instantaneous oden object/level, all within a 20-ft. radius 1 minute/level	Medium (140 ft.)  and follows the standarr om any other source, the Close (35 ft.)  Touch  anner. The subject gain- ig, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  to disperse. The swarm who aster levels. Spellcastir- acts are nonmagical. Dit to disperse. The swarm warm summoned. [For indifferent of the swarm with the same summone of the swarm with the same summone of the swarm with the same summone.  Medium (140 ft.)  Living creature touched  Touch  Personal  Close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/IDF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.Caster Level: 4  V.S.Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  pet; furthermore, it need a rattacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  It than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
	School: Divination  Effect: You can sense all the stimuli the target animal sense	SR: Yes  S.  DC: 16, Will negates [harmless]  SR: Yes [harmless]  nged attack. Taking this action doesn't affect the s nd. If the subject has already made an additional:  SR: No  DC: 16, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: No suffice (even upside down). A spider climbing creat  Component - A drop of bitumen and a live spider,  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: Yes (harmless)  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 16, Will negates [harmless]  SR: No  DC: 16, Will negates (object)  SR: Yes (object)	Target: Animal touche  1 standard action  Target: Allied creature ubject's normal place in attack, due to a prior ce Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch The affected creature ure retains its Dexterity both of which must be 1 standard action  Target: One or more of 1 round  Target: One or more of 1 round Target: One swarm of 1 tound Target: One swarm of 1 tound Target: One swarm to move 1 round Target: One swarm to move 1 round Target: One swarm to move 1 round Target: You 10 minutes Target: Animal touche Standard Action Target: You Standard Action Target: One Small wo 1 standard action Target: Winged creature	Instantaneous s in a 20-ftradius burst the initiative order. This is a single attack a sting of this spell, from the haste spell, or fr Instantaneous tare; see text  10 minutes/level the must have its hands free to climb in this may bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous treams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders a what sort of creature is summoned]. A cre s 1d4 points of damage +1 point per three c sting and concentration. The creatures' atta fire and damaging area effects can force it a swarm immediately if appropriate to the s' a up to 30 feet per round [or 90 feet per rou 10 minutes/level [D]  1 round  1 hour/level d 1 hour/level [D]  Instantaneous oden object/level, all within a 20-ft. radius 1 minute/level ire touched	Medium (140 ft.)  and follows the standarr om any other source, the Close (35 ft.)  Touch  anner. The subject gain- ig, and opponents get in Close (35 ft.)  Close (35 ft.)  Close (35 ft.)  30 ft. apart  Close (35 ft.)  to disperse. The swarm who aster levels. Spellcastir- acts are nonmagical. Dit to disperse. The swarm warm summoned. [For indifferent of the swarm with the same summone of the swarm with the same summone of the swarm with the same summone.  Medium (140 ft.)  Living creature touched  Touch  Personal  Close (35 ft.)	Caster Level: 4  V.S.M/DF  Caster Level: 4 d rules for attacking. This spell fails. Arcane M  V.S. DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/DF  Caster Level: 4  V.S.M/IDF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.Caster Level: 4  V.S.Caster Level: 4	SC: p.193  is spell does not allow aterial Component: A  PHB: p.280  PHB: p.283  set; furthermore, it need r attacks against it. It  SC: p.203  PHB: p.288  PHB: p.289  than fighting off the spells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ane Material Component:  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300

□□□□□ Winter's Embrace	DC: 16, Fortitude negates	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.241
School: Evocation [Cold]	SR: Yes	Target: One creature	e		Caster Level: 4	
Effect: Creature fails it's save takes 1d8 cold damage	each round; see text.					
□□□□ Wood Shape	DC: 16, Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	PHB: p.303
School: Transmutation	SR: Yes (object)	Target: One touched	d piece of wood no larger than 10 cu. ft. + 1	ft./level	Caster Level: 4	
Effect: Rearranges wooden objects to suit you.						
□□□□□ Wracking Touch	DC: 16, Fortitude half	1 standard action	Instantaneous	Touch	V,S	SC: p.243
School: Necromancy	SR: Yes	Target: Creature tou	iched		Caster Level: 4	
Effect: Deal 1d6 +1 per caster level [max +10] plus you	get sneak attack damage if you possess the ability.					
□□□□□Zone of Glacial Cold	DC: 16, Fort half	Standard Action	4 rounds	Medium (140 ft.)	V,S,M	FrstB: p.106
School: Conjuration [Cold]	SR: No	Target: 20-ftradius			Caster Level: 4	
Effect: Zone deals 1d6 cold damage each round.						

<sup>\* =</sup>Domain/Speciality Spell