Desire'		Donnan	narie Fuller			N	Neutral God	od			
NAME		PLAYERNAM	E	DEITY			LIGNMENT		- Ann	Made In	
Drd15	105000 EXPERIENCE	Illan	Medium SIZE	5' 4"		140 lbs.	(10101)				
CLASS 15	120000	RACE 24	Female	HEIGHT	1		rision 1				
Character Level	NEXT LEVEL	AGE	GENDER	EYES			OINTS		1		
	: ABILITY ABILITY TEMP	TEMP									28ª
SCORE MOD		MOD		S/CURRENT HP		SUBDUAL DAMAGE DAM	MAGE REDUCTION	1 [SPEED alk 40 ft.	
Strength		+0 hit p	oints	04 40	$\overline{\Box}$		40				
DEX Dexterity 14 +2 CON 12 +1		+Z armo	class	24 = 10 OUCH BASI	E A	$\begin{array}{c c} 0 \\ + 0 \\ \hline \\ \text{RMOR} \\ \text{SHIELD} \\ \text{SONUS} \end{array} + \begin{array}{c c} 2 \\ \hline \\ \text{STAT} \end{array} + \begin{array}{c c} 0 \\ \hline \\ \text{SIZE} \end{array} + \begin{array}{c c} 1 \\ \hline \\ \text{NATURAL} \end{array}$		IISS ANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
Constitution			TIATIVE +13 = +2	2 + +11			SKILLS	OKILI		MAX RANKS	18/9
INT 18 +4	18 +4 18	+4	modifier TOTAL DE	X MISC FIER MODIFIER	_	SKILL NAME		SKILL	ABILITY MODIFIER		MISC MODIFIER
WIS 21 +5	27 +8 27	+8 BAS	E ATTACK +11/+	6/+1		Appraise Balance	INT DEX	4		+ +	
CHA 12 +1	12 +1 12	+1	50140			Bluff	CHA	1		+ +	
Charisma						Climb	STR	1	-	+ 1.0 +	-
SAVING THROWS	TOTAL BASE ABILI	TY MAGIC N	MISC EPIC TEMP conditional	l modifiers		Concentration Craft (Untrained)	CON	1	= 1 = 4	+ +	
FORTITUDE (constitution)	+11 ₌ +9 + +	1 + +1 + -	+0 + +0 +			Diplomacy	CHA	9	•	+ + + + + 2.0 +	
REFLEX	+8 = +5 + +2	2 + +1 + -	+0++0+			Diplomacy (Wild Empathy)	CHA	~-	-	+ 2.0 +	
WILL	+18 = +9 + +8	= == =				Disguise	CHA	1	-	+ +	-
(wisdom)	+ 10 = +9 + +0)+ + -	+0 + +0 +			Escape Artist	DEX			+ +	
- MELEE -	TOTAL	BASE ATTACK BONU	S STAT SIZE MISC	EPIC TEMP		Forgery Gather Information	INT CHA	4		+ +	
MELEE attack bonus	+11/+6/+1 =	+11/+6/+1	+ +0 + +0 + +0 +	+0 +		Handle Animal	CHA			+ 8.0 +	
RANGED	+13/+8/+3 =	+11/+6/+1	+ +2 + +0 + +0 +	+0 +	1	Heal	WIS	14	= 8	+ 6.0 +	-
GRAPPLE	+11/+6/+1 =	+11/+6/+1	+ +0 + +0 + +0 +			Hide	DEX	9		+ 7.0 +	
attack bonus	+11/+0/+1 =	+11/+0/+1	+ +0 + +0 + +0 +	+0 +		Intimidate Jump	CHA STR	1	= 1 = 0	+ +	- 4
UNARMED	TOTAL ATTACK B +11/+6/+1		MAGE CRITICAL 20/x2	REACH 5 ft.		Knowledge (Arcana)	INT			+ 5.0 +	
						Knowledge (Nature)	INT	23	= 4	+ 13.0 +	- 6
*Desire's	s Quarterstaff	HAI Two-We		REACH 5 ft.		Knowledge (Religion)	INT			+ 5.0 +	
	TTACK BONUS +0/-5;+5		DAMAGE 1d6+9/+7			Listen Move Silently	WIS DEX	_		+ + 7.0 +	
	,	rgeted spell of	up to 3rd level with a casting tim	e of 1 action		Perform (Oratory)	CHA			+ 3.0 +	
*Desire's Ou	arterstaff (Head 1	anto HAI	ND TYPE SIZE CRITICAL	REACH		Profession (Herbalist)	WIS			+ 4.0 +	
	<u> </u>	Two-We		5 ft.		Psychic (Adaptation)	WIS			+ 2.0 +	
To N/		2W-P-(OH)	To Hit N/A	Dam 1d6+9		Psychic (Apport) Psychic (Blink Teleport)	INT			+ 8.0 +	
1H-O N/			+9/+4/-1	1d6+9		Psychic (Body Control)	WIS	_		+ 4.0 +	
2H +13/-			+5	1d6+9	X	Psychic (Dimensional Phase)		6	= 0	+ 6.0 +	-
			3rd level with a casting time of			Psychic (Empathic Projection	,			+ 5.0 +	
*Desire's Qu	arterstaff (Head 2	only)HAI		FEACH 5 ft.		Psychic (Empathy) Psychic (Enhance Senses)	WIS WIS			+ 1.0 + + 2.0 +	
To 1H-P NA		2W-P-(OH)	To Hit	Dam		Psychic (Illusion)	CHA	_		+ 5.0 +	
1H-P N/			N/A +7/+2/-3	1d6+7 1d6+7	✓ X	Psychic (Mental Contact)	CHA		= 1	+ 7.0 +	- 2
2H +11/-			+3	1d6+7		Psychic (Mind Reading)	CHA			+ 7.0 +	
*: weapon is equipped						Psychic (Psychic Healing) Psychic (Psychic Sense)	WIS WIS	_		+ 6.0 +	
1H-P: One handed, in primar hand weapon is heavy). 2W-I	y hand. 1H-O: One handed, in P-(OL): 2 weapons, primary ha	off hand. 2H: Two	handed. 2W-P-(OH): 2 weapons, prim on is light). 2W-OH: 2 weapons, off ha	ary hand (off nd.		Psychic (Psychic Shield)	WIS		_		- 2
	ARMOR	T)	PE AC MAXDEX CHECK SI	PELL FAILURE	X	Psychic (Pyrokinesis)	INT	6	= 4	+ 2.0 +	-
	Natural Armor +1	.,	+1 +0	0		Psychic (Telekinesis)	INT			+ 5.0 +	
	elt, Monk's		+9 +0	0		Psychic (Telekinetic Shield) Psychic (Teleport)	INT			+ 4.0 + + 9.0 +	
^Ring o	of Protection +3		+3 +0	0		Ride	DEX	4	_		2
	DRUID	WILDSH	APE			Search	INT	-		+ +	
Uses per day 🔲						Sense Motive	WIS			+ +	
Duration = 15 Hours						Spellcraft Spet	INT WIS			+ 8.0 +	
		-				Spot Survival	WIS			+ 12.0 + + 12.0 +	
						Swim	STR			+ +	
					1	Use Rope	DEX	3	= 2	+ 1.0 +	-
									=	+ +	-

 \checkmark : can be used untrained. : exclusive skills

	Sli	ng		HAND	TYPE	SIZE	CR	ITICAL	REACH
	0	···9		Carried	В	М	2	20/x2	5 ft.
	30 ft.	50 ft.		100 ft.		150 ft.		20	00 ft.
TH	+13/+8/+3	+13/+8/+3	+	11/+6/+1	+6	9/+4/-1		+7/	+2/-3
Dam	1d4+7	1d4+7		1d4+7	1	d4+7		10	14+7
Spe	cial Properties								

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

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

MONEY

12: 9 Skill Points -

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

Total = 0.0 gp

SPECIAL ABILITIES

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

SPECIAL QUALITIES

Animal Companion (Ex)

A Thousand Faces (Su)

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

Nature's Gift (Su)

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

Nature Sense (Ex)

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

Percipience (Su)

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

Resist Nature's Lure (Ex)

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

Speak With Spirits (Su)

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

Spontaneous casting - Summon Nature's Ally

Timeless Body (Ex)

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

Trackless Step (Ex)

Leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex)

Immune to all poisons.

Wild Empathy (Ex)

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

Wild Shape (Su)

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

Woodland Stride (Ex)

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

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

PROFICIENCIES

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

LANGUAGES

Common, Druidic, Elven, Sylvan, Terran, Treant

TEMPLATES

Truename

1-Desire (Greenbond)

Anima	Animal Companion: Brutis (Riding Dog)										
HP:	94	AC:	30	INIT:	+9						
FORT:	+10	REF:	+15	WILL:	+5						
*Bite	+15/+10	DAM:	1d8+7	CRIT:	20/x2						
Special:											

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

LEVEL 0

Name	DC	Saving Throw None	Time Duration 1 standard Instantaneous		•	Comp. V,S	Spell Resistance No	School Conjuration	Source PHB: pg.215
Create Water		None	action					(Creation) [Water]	
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gallo	ons/level of	water	Caster Level: 15	
Cure Minor Wounds	19	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect:		000 10/11	401011		Target: Creature tou	uched	to.n.	Caster Level: 15	
Cures 1 point of damage.	19	Fortitude negates	1 swift Instantaneous		15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
		[harmless]	action					•	3
Effect: Awakens sleeping creatures and those knocked out from	n nonleth	nal damage [but stagge	red].		Target: All creatures centered on you			Caster Level: 15	
Detect Magic		None	1 standard Concentration, action	up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
Effect:					Target: Cone-shape	d emanatio	n	Caster Level: 15	
Detects spells and magic items within 60 ft. Detect Poison		None	1 standard Instantaneous		Close (60 ft.)	V,S	No	Divination	PHB: pg.219
Effect:			action		Target: One creature	o one obio	at ar a E ft auba	Caster Level: 15	
Detects poison in one creature or small object.					-		ct, or a 5-it. cube	Caster Level. 15	
□□□□□ Flare	19	Fortitude negates	1 standard Instantaneous action		Close (60 ft.)	V	Yes	Evocation [Light]	PHB: pg.232
Effect:					Target: Burst of light	t		Caster Level: 15	
Dazzles one creature [-1 on attack rolls].	19	Will negates	1 standard 1 minute or un	til discharged	Touch	V,S	Yes	Divination	PHB: pg.238
Effect:		(harmless)	action		Target: Creature to	iched		Caster Level: 15	
+1 on one attack roll, saving throw, or skill check.					Target: Creature tou				
Carlon Direction		None	1 standard Instantaneous action		Personal	V,S	No	Divination	PHB: pg.246
Effect:					Target: You			Caster Level: 15	
You discern north.		None	1 standard 10 minutes/lev	rel [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect:			action	-	Target: Object touch			Caster Level: 15	
Object shines like a torch.									
Mending	19	Will negates (harmless, object)	1 standard Instantaneous action		10 ft.	V,S	Yes (harmless, object) Transmutation	PHB: pg.253
Effect:					Target: One object of	of up to 1 lb		Caster Level: 15	
Makes minor repairs on an object.		None	1 standard 10 minutes/lev	rel	30 ft.	S	No	Necromancy	SC: Pg.146
Effect:			action		Target: Cone-shape	d emanatio	ın	Caster Level: 15	
Same as deathwatch but only functions on plants and a									
Purify Food and Drink	19	Will negates (object)	1 standard Instantaneous action		10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect: Purifies 1 cu. ft./level of food or water.					Target: 1 cu. ft./leve	l. of contan	ninated food and water	Caster Level: 15	
Read Magic		None	1 standard 10 minutes/lev	rel	Personal	V,S,F	No	Divination	PHB: pg.269
Effect:			action		Target: You			Caster Level: 15	
Read scrolls and spellbooks.					-				5.15
□□□□□ Resistance	19	Will negates (harmless)	1 standard 1 minute action		Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws			40.001		Target: Creature tou	ıched		Caster Level: 15	
Effect: Subject gains +1 on saving throws.	19	Fortitude negates	1 standard 1 min.			v,S, DF	Yes (harmless)	Caster Level: 15 Transmutation	PHB: pg.298
Subject gains +1 on saving throws.	19	Fortitude negates (harmless)			Touch	V,S, DF	Yes (harmless)		PHB: pg.298
Subject gains +1 on saving throws.	19		1 standard 1 min. action			V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Subject gains +1 on saving throws. UIUUUVITtue Effect:	19		1 standard 1 min. action	VEL 1	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Subject gains +1 on saving throws. UIUUUVITtue Effect:			1 standard 1 min. action	VEL 1	Touch Target: Creature tou	V,S, DF	Yes (harmless) Spell Resistance	Transmutation	PHB: pg.298
Subject gains +1 on saving throws. Classification Virtue Effect: Subject gains 1 temporary hp.		(harmless)	1 standard 1 min. action Time Duration 1 standard Instantaneous	VEL 1	Touch Target: Creature tou	V,S, DF uched		Transmutation Caster Level: 15 School Evocation [Force,	Source
Subject gains +1 on saving throws. Control Virtue Effect: Subject gains 1 temporary hp. Name Control A Lance of Disruption Effect:	DC 20	(harmless) Saving Throw	1 standard 1 min. action	VEL 1	Touch Target: Creature tou Range 60 ft	V,S, DF uched Comp. V,S	Spell Resistance	Transmutation Caster Level: 15 School	Source
Subject gains +1 on saving throws.	DC 20	(harmless) Saving Throw	1 standard 1 min. action LE Time Duration 1 standard Instantaneous action		Touch Target: Creature tou Range 60 ft	V,S, DF uched Comp. V,S	Spell Resistance Yes	Transmutation Caster Level: 15 School Evocation [Force, Sonic]	Source Custom: Custom
Subject gains +1 on saving throws. Compared to the state of the state	DC 20	Saving Throw Fortitude half	1 standard 1 min. action LE Time Duration 1 standard Instantaneous action	VEL 1	Touch Target: Creature tou Range 60 ft Target: From caster Close (60 ft.)	V,S, DF uched Comp. V,S 5ft wide be	Spell Resistance Yes earn out to 60ft length	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire]	Source
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration,	up to 1 round/level [D]	Touch Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small ft	V,S, DF uched Comp. V,S 5ft wide be V,S,M	Spell Resistance Yes earn out to 60ft length	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15	Source Custom: Custom SC: Pg.12
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration,		Touch Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi	V,S, DF uched Comp. V,S 5ft wide be	Spell Resistance Yes earn out to 60ft length	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation	Source Custom: Custom
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration,	up to 1 round/level [D]	Touch Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small ft	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M	Spell Resistance Yes ram out to 60ft length No	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15	Source Custom: Custom SC: Pg.12
Subject gains +1 on saving throws. \to	DC 20	Saving Throw Fortitude half	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration,	up to 1 round/level [D]	Touch Target: Creature tou. Range 60 ft Target: From caster Close (60 ft.) Target: One Small fit Close (60 ft.) Target: Cube of wat	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M	Spell Resistance Yes ram out to 60ft length No	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water]	Source Custom: Custom SC: Pg.12
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration,	up to 1 round/level [D] up to 1 round/level [D]	Touch Target: Creature tou. Range 60 ft Target: From caster Close (60 ft.) Target: One Small fit Close (60 ft.) Target: Cube of wat	V,S,DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M	Spell Resistance Yes earn out to 60ft length No No on a side No	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half None None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration,	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fit Touch Target: One Small of	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M or smaller w	Spell Resistance Yes am out to 60ft length No No t on a side No ooden object	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration,	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Touch Target: One Small of	V,S,DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M	Spell Resistance Yes am out to 60ft length No No t on a side No ooden object	Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Source Custom: Custom SC: Pg.12 SC: Pg.13
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half None None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/lev	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fit Touch Target: One Small of	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M or smaller w	Spell Resistance Yes nam out to 60ft length No No no a side No coden object N/A	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13
Subject gains +1 on saving throws.	DC 20	Saving Throw Fortitude half None None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M or smaller w	Spell Resistance Yes am out to 60ft length No No t on a side No ooden object	Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Source Custom: Custom SC: Pg.12 SC: Pg.13
Subject gains +1 on saving throws.	DC 20 20 20 20 20	Saving Throw Fortitude half None None None N/A of a wolf. N/A	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You	Comp. V,S 5ft wide be V,S,M irre V,S,M er up to 5 ft V,S,M or smaller w V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No no a side No coden object N/A	Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16
Subject gains +1 on saving throws.	DC 20 20 20 20 20	Saving Throw Fortitude half None None None N/A of a wolf. N/A	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tous Close (60 ft.) Target: One Small fit Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M er up to 5 ft V,S,M v,S,M/DF V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No no a side No coden object N/A	Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16
Subject gains +1 on saving throws. \textstyle="color: blue;">\textstyle="color: blue;">\textsty	DC 20 20 qualities v 20	Saving Throw Fortitude half None None None None N/A of a wolf. N/A st flames; see text.	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: You	V,S, DF uched Comp. V,S 5ft wide be V,S,M er up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No No t on a side No ooden object N/A N/A	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18
Subject gains +1 on saving throws.	20 20 20 20 20 20 20 20 20 20 20 20 20 2	Saving Throw Fortitude half None None None N/A of a wolf. N/A ss flames; see text. Fortitude negates [harmless]	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 round/level action 1 standard 1 minute/level action 1 strikes, a touch attack or n	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature tou	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or up to 5 ft V,S,M V,S,M/DF V,S,M/DF	Spell Resistance Yes varm out to 60ft length No No No on a side No oooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22
Subject gains +1 on saving throws. \textstyle="color: blue;">\textstyle="color: blue;">\textsty	20 20 20 20 20 20 20 20 20 20 20 20 20 2	Saving Throw Fortitude half None None None N/A of a wolf. N/A ss flames; see text. Fortitude negates [harmless]	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature tou	V,S, DF uched Comp. V,S 5ft wide be V,S,M er up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No No t on a side No ooden object N/A N/A	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18
Subject gains +1 on saving throws.	20 20 20 tinguishe 20 reature h 20	Saving Throw Fortitude half None None None None None N/A of a wolf. N/A st flames; see text. Fortitude negates [harmless] illiming you with unarmed N/A	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 round/level action 1 standard 1 minute/level action 1 strikes, a touch attack or n	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Range 60 ft Target: From caster Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature tou	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or up to 5 ft V,S,M V,S,M/DF V,S,M/DF	Spell Resistance Yes varm out to 60ft length No No No on a side No oooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22
Subject gains +1 on saving throws.	20 20 20 20 20 20 20 20 20 20 20 20 20 2	Saving Throw Fortitude half None None None N/A of a wolf. N/A is flames; see text. Fortitude negates [harmless] hitting you with unarmed N/A 0. See text.	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level Action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: You Touch Target: You Touch Target: You	V,S, DF uched Comp. V,S 5ft wide be V,S,M er up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless]	Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation (Water) Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Subject gains +1 on saving throws.	20 20 20 tinguishe 20 reature h 20	Saving Throw Fortitude half None None None None None N/A of a wolf. N/A st flames; see text. Fortitude negates [harmless] illiming you with unarmed N/A	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/levaction 1 standard 1 round/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: You Touch	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes varm out to 60ft length No No No on a side No oooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22
Subject gains +1 on saving throws.	20 20 qualities v 20 20 reature h 20 20 20 20 20 20	Saving Throw Fortitude half None None None None None None None None N/A of a wolf. N/A st flames; see text. Fortitude negates [harmless] uitting you with unarmed N/A D. See text. Fortitude negates [harmless]	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level action 1 standard 1 hour/level action 1 standard 1 hour/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: You Touch Target: You Touch Target: You	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes nam out to 60ft length No No No to no a side No coden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation (Water) Caster Level: 15 Transmutation	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Subject gains +1 on saving throws.	20 20 qualities v 20 20 reature h 20 20 20 20 20 20	Saving Throw Fortitude half None None None None None None None None N/A of a wolf. N/A st flames; see text. Fortitude negates [harmless] uitting you with unarmed N/A D. See text. Fortitude negates [harmless]	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level Action 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: You Touch Target: Creature tou Personal Target: Creature tou Touch Target: Touch Target: Touch Target: Creature tou Touch Target: Touch Target: Touch Target: Touch Target: Touch	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes ram out to 60ft length No No No ton a side No ooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25
Subject gains +1 on saving throws.	20 20 qualities v 20 20 reature h 20 20 20 20 20	Saving Throw Fortitude half None N	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level action 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D]	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: Cube of wat Touch Target: You Personal Target: You Touch Target: You Touch Target: Creature tou Personal Target: Creature tou Touch Target: Touch Target: Touch Target: Creature tou Touch Target: Touch Target: Touch Target: Touch Target: Touch	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF	Spell Resistance Yes ram out to 60ft length No No No ton a side No ooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation (Water) Caster Level: 15 Transmutation Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25 SC: Pg.25
Subject gains +1 on saving throws.	20 20 qualities v 20 20 reature h 20 20 20 20 20	Saving Throw Fortitude half None N	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 hour/level Action 1 standard 1 hour/level action 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D] el	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: One Small fi Target: One Small of Personal Target: You Personal Target: Creature tou Personal Target: Creature tou Touch Target: You Touch Target: You Touch Target: Touch Target: Touch Target: Touch Target: Touch	V,S, DF uched Comp. V,S 5ft wide be V,S,M irre V,S,M er up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF U,S,M/DF	Spell Resistance Yes nam out to 60ft length No No No on a side No ooden object N/A N/A Yes [harmless] No No	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Conjuration Caster Level: 15 Evocation [Electricity] Caster Level: 15 Conjuration Creation) Caster Level: 15	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.13 SC: Pg.16 SC: Pg.22 SC: Pg.25 SC: Pg.25 SC: Pg.26
Subject gains +1 on saving throws. \[\cdot\] \\ \text{Virtue} \] \[\	20 qualities 120 tinguishe 20 reature h 20 gge 19-20	Saving Throw Fortitude half None None None None None N/A of a wolf. N/A st flames; see text. Fortitude negates [harmless] stitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None	1 standard 1 min. action Time Duration 1 standard Instantaneous action 1 round Concentration, 1 round Concentration, 1 round Concentration, 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 hour/level Action 1 standard 1 minute/level action	up to 1 round/level [D] up to 1 round/level [D] up to 1 round/level [D] el	Range 60 ft Target: Creature tou Close (60 ft.) Target: One Small fi Close (60 ft.) Target: One Small fi Target: One Small of Personal Target: You Personal Target: Creature tou Personal Target: Creature tou Touch Target: You Touch Target: You Touch Target: Touch Target: Touch Target: Touch Target: Touch	V,S, DF uched Comp. V,S 5ft wide be V,S,M ire V,S,M or up to 5 ft V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF U,S,M/DF	Spell Resistance Yes ram out to 60ft length No No No ton a side No ooden object N/A N/A Yes [harmless]	Transmutation Caster Level: 15 School Evocation [Force, Sonic] Caster Level: 15 Transmutation [Fire] Caster Level: 15 Transmutation (Water] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Caster Level: 15 Coster Level: 15 Evocation [Electricity] Caster Level: 15 Conjuration (Creation)	Source Custom: Custom SC: Pg.12 SC: Pg.13 SC: Pg.16 SC: Pg.18 SC: Pg.22 SC: Pg.25 SC: Pg.25

* =Domain/Speciality Spell

				Druid Spells					
□□□□□ Breath of the Jungle		None	1 standard 1 action	minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
Effect:			dollori		Target: Mist spreads	s in a 40-ft.	radius, 20 ft. high	Caster Level: 15	
DC of saves vs. poison or disease increases by 2		None		minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: Pg.40
, 0			immediate action						
Effect: Travel to the surface at 60 ft/round.					Target: One willing of more than 20 ft. apa		rel, no two of which are	Caster Level: 15	
Calm Animals	20	Will negates; see text	1 standard 1 action	minute/level		V,S	Yes	Enchantment (Compulsion)	PHB: pg.207
			action					(Compulsion) [Mind-Affecting]	
Effect: Calms 2d4 + 1/level HD of animals.					Target: Animals with	nin 30 ft. of	each other	Caster Level: 15	
□□□□□ Camouflage	20	N/A	1 standard 1 action	0 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
Effect:			dollori		Target: You			Caster Level: 15	
Gain +10 circumstance bonus on Hide checks. Charm Animal	20	Will negates	1 standard 1	hour/level	Close (60 ft.)	V,S	Yes	Enchantment	PHB: pg.208
			action					(Charm) [Mind-Affecting]	
Effect: Makes one animal your friend.					Target: One animal			Caster Level: 15	
Claws of the Bear	20	N/A	1 standard 1	round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
Effect:			action		Target: You			Caster Level: 15	
Your hands become natural weapons that deal 1d8 with a	each at	ack. Will negates	1 standard 1	minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
		[harmless]	action	Timido io voi [2]			r oo [namiooo]		00.1 g
Effect: Gain +10 enhancement bonus on climb check. Bonus inc	reases	to +20 @5th level and +			Target: Creature tou			Caster Level: 15	
Cloudburst		None	1 round 1	0 minutes/level [D]	Long (1000 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
Effect: Heavy rain reduces visibility4 Spot & Search.					Target: 100-ftradiu			Caster Level: 15	
Cold Fire	20	No [fire] or Fortitude half		minute/level [fire source] or nstantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
Effect: Flames deal cold damage; see text					Target: One fire sou creature; see text	rce [up to a	20-ft. cube] or one	Caster Level: 15	
inames deal cold damage; see text		None	1 standard 1	minute/level		V,S,M	No	Transmutation	SC: Pg.53
Effect:			action		Target: Creature tou	iched		[Cold] Caster Level: 15	
When the subject charges, it gains +4 to attack roll and no	o penal 20		st attack. 1 standard Ir	ostantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.215
Cure Light Wounds	20	see text	action	.c.a.naneous			text	(Healing)	ID. pg.210
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou			Caster Level: 15	
Deep Breath	20	N/A	1 1 immediate	round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
Effect:			action		Target: You			Caster Level: 15	
Your lungs are constantly filled with air for the duration of					-				
Delay Disease	20	Will negates [harmless]	1 standard 2 action	4 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
Effect: Halts any nonmagical disease for the duration of the spell	I.				Target: Creature tou	iched		Caster Level: 15	
Detect Animals or Plants		None		Concentration, up to 10 minutes/level [D)]Long (1000 ft.)	V,S	No	Divination	PHB: pg.218
Effect:			action						
					Target: Cone-shape	d emanatio	n	Caster Level: 15	
Detects kinds of animals or plants.		None	1 standard C	Concentration, up to 10 minutes/level [D		d emanatio	n No	Caster Level: 15 Divination	PHB: pg.220
Detects kinds of animals or plants. Detect Snares and Pits		None	1 standard C action	Concentration, up to 10 minutes/level [C	0]60 ft.	V,S	No	Divination	PHB: pg.220
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps.			action		0]60 ft. Target: Cone-shape	V,S d emanatio	No n	Divination Caster Level: 15	
Detects kinds of animals or plants. Detect Snares and Pits Effect:	20	None Will negates (harmless)			0]60 ft.	V,S	No	Divination	PHB: pg.220 PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect:	20	Will negates	action 1 standard 2		0]60 ft. Target: Cone-shape	V,S d emanatio V,S	No n	Divination Caster Level: 15	
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Detect Snares and Pits Detect Snares and Pits	20	Will negates	1 standard 2 action		70]60 ft. Target: Cone-shape Touch Target: Creature tou	V,S d emanatio V,S	No n	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment	
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect Served Finance Flements Effect: Exist comfortably in hot or cold environments.	20	Will negates (harmless)	action 1 standard 2 action	4 hours	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.)	V,S d emanatio V,S ached	No on Yes (harmless)	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Endure Elements Effect: Exist comfortably in hot or cold environments.	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard C action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal	V,S d emanatio V,S ached V,S	No in Yes (harmless) Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	PHB: pg.226 SC: Pg.81
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)	1 standard 2 action 1 standard C action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.)	V,S d emanatio V,S ached V,S	No on Yes (harmless)	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.226
Detects kinds of animals or plants. Did Detect Snares and Pits Effect: Reveals natural or primitive traps. Did Detect Snares and Pits Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Did Detects kinds of animal	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard 2 action 1 standard 0 action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal	V,S d emanatio V,S ached V,S	No n Yes (harmless) Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	PHB: pg.226 SC: Pg.81
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensions.	alty to A	Will negates (harmless) None Ct to affected animal.	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.)	V,S d emanatio V,S ached V,S	No Yes (harmless) Yes No spread	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Deffect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect:	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text	1 standard 2 action 1 standard C action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai	V,S d emanatio V,S suched V,S V,S, DF 0-ftradius V,S, DF	No Yes (harmless) Yes No spread Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strength of	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst	V,S d emanatio V,S sched V,S V,S, DF 0-ftradius V,S, DF nd objects v	No Yes (harmless) Yes No spread Yes within a 5-ftradius	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the plants entangle everyone in 40-ft, radius circle. Plants entangle everyone in 40-ft, radius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defects Outlines Subjects with light, canceling blur, concealment,	alty to A	Will negates (harmless) None AC to affected animal. Reflex partial; see text	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures at burst Close (60 ft.)	V,S d emanatio V,S siched V,S V,S, DF 0-ftradius V,S, DF nd objects v V,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth]	PHB: pg.226 SC: Pg.81 PHB: pg.227
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coultines subjects with light, canceling blur, concealment, Coultines subjects with light, canceling blur, concealment, Coultines subjects don't move they gain +2 AC and +4 to	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Defect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defect: As long as subjects don't move they gain +2 AC and +4 to	alty to A 20	Will negates (harmless) None C to affected animal. Reflex partial; see text None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai burst Close (60 ft.) Target: One creature than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth]	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensional Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Cuttines subjects with light, canceling blur, concealment. Cuttines subjects with light, canceling blur, concealment. Could be subjected and the subjects don't move they gain +2 AC and +4 to a long as subjects d	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 standard 1 action 1 standard 1 action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pens Defect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, Defect: As long as subjects don't move they gain +2 AC and +4 to	alty to A 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Ilike. None	action 1 standard 2 action 1 standard C action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures ai burst Close (60 ft.) Target: One creature than 30 ft. apart	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M e/level, no t V,S, DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coultines subjects with light, canceling blur, concealment, Coultines subjects don't move they gain +2 AC and +4 to Coultines of Council Cou	20 and the	Will negates (harmless) None IC to affected animal. Reflex partial; see text None like. None animst bull rush. None	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touchers	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of the strength	20 and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Blike. None None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard C action 1 standard 1	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touchers	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pension of Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coultines subjects with light, canceling blur, concealment, Coultines subjects don't move they gain +2 AC and +4 to Coultines of Council Cou	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None blike. None anist bull rush. None N/A n Spot checks.	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures at burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S, DF O-ftradius V,S, DF nd objects v V,M V,S, DF erries touche V V,S	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing)	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle expression of the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Dullines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines are considered in the subject of the subject with the subject of the sub	20 and the 20 and 20 an	Will negates (harmless) None C to affected animal. Reflex partial; see text None I like. None None N/A n Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 of tandard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creature	V,S d emanatio V,S sched V,S V,S,DF V,S,DF O-ftradius V,S,DF v,M e/level, no t V,S V,S,DF vriies touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Detect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle expression of the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Defect: Plants entangle everyone in 40-ftradius circle. Defect: Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines subjects don't move they gain +2 AC and +4 to Outlines and Subjects don't move they gain +2 AC and +4 to Outlines are concealed by the subject of	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None Blike. None None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard C action 1 standard 1 action 1 of tandard 1 action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no t V,S,DF erries touche V V,S,DF erries touche V V,S,DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110
Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pending the strangle expression of the strangle environments. Effect: Plants entangle everyone in 40-ftradius circle. Dullines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects with light, canceling blur, concealment, Outlines subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines as subjects don't move they gain +2 AC and +4 to Outlines are considered in the subject of the subject with the subject of the sub	and the	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates [harmless] Will negates (harmless)	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet apart Touch Target: 1 creature/le	V,S d emanatio V,S sched V,S V,S,DF 0-ftradius V,S,DF and objects w V,M e/level, no t V V,S perries touche V V,S pervel touched	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Chaster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241
Detects kinds of animals or plants. Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pensions and the pensions of the cold that the pensions of the	20 and the 20 and 20 an	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None anist bull rush. None N/A n Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: You Close (60 ft.)	V,S d emanatio V,S sched V,S V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no t V,S,DF erries touche V V,S,DF erries touche V V,S,DF	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Coster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111
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Detects kinds of animals or plants. Detect: Snares and Pits Effect: Reveals natural or primitive traps. Defect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pendicular transports of the cold o	and the 20 Str according to 20 Str according to 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: 1 creature/le Target: 1 creature/le Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S d emanatio V,S uched V,S V,S,DF O-ftradius V,S,DF and objects v V,M exlevel, no to V,S exlevel, no to S,DF evel touched V,S,M object touched	No n Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Transmutation [Earth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116
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Detects kinds of animals or plants. Detect: Reveals natural or primitive traps. Plants endure Elements Effect: Exist comfortably in hot or cold environments. Effect: Effect: Outlines subjects with light, canceling blur, concealment, Could in the subject subjects with light, canceling blur, concealment, Could in the subject subject subjects don't move they gain +2 AC and +4 to Could in the subject su	and the 20 20 20 20 20 20 20 20 20 and the 20 20 20 20 20 20 20 20 20 20 20 20 20	Will negates (harmless) None AC to affected animal. Reflex partial; see text None like. None None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Reflex half e area take 1d10/caster Will negates Will negates	action 1 standard 2 action 1 standard C action 1 standard 1 action	4 hours Concentration +1 round/level minute/level [D] minute/level [D] round/level day/level 0 minutes/level [D] 4 hours 0 minutes/level [D] 0 minutes/level instantaneous	Target: Cone-shape Touch Target: Creature tou Medium (250 ft.) Target: One animal Long (1000 ft.) Target: Plants in a 4 Long (1000 ft.) Target: Creatures an burst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or 120 ft. Target: 120-ft. line Touch	V,S d emanatio V,S sched V,S Ched V,S Ched V,S,DF O-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF erries touche V V,S,BF evel touche V,S,M object touch V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination Caster Level: 15 Abjuration Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Light] Caster Level: 15 Transmutation [Carth] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	PHB: pg.226 SC: Pg.81 PHB: pg.227 PHB: pg.229 SC: Pg.99 PHB: pg.237 SC: Pg.110 SC: Pg.111 PHB: pg.241 SC: Pg.116 SC: Pg.127
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				Druid Spells					
Low-light Vision	20	Will negates [harmless]	1 standard action	1 hour/level	Touch V	/,M	Yes [harmless]	Transmutation	SC: Pg.134
Effect:		[nanness]	action		Target: Creature touc	hed		Caster Level: 15	
Target gains low-light vision. Magic Fang	20	Will negates		1 minute/level	Touch V	/,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
Effect:		(harmless)	action		Target: Living creature	e touched		Caster Level: 15	
One natural weapon of subject creature gets +1 on attack	and da	amage rolls. Will negates	1 standard	30 minutes or until discharged			Yes (harmless, object)	Transmutation	PHB: pg.251
□□□□ Magic Stone	20	(harmless, object)	action	30 minutes of until discharged					111b. pg.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three pe			Caster Level: 15	
□□□□□ Obscuring Mist		None	1 standard action	1 minute/level	20 ft. V	/,S	No	Conjuration (Creation)	PHB: pg.258
Effect:						s in 20-ft. ı	radius from you, 20 ft.	Caster Level: 15	
Fog surrounds you. Omen of Peril	20	N/A	1 round	Instantaneous	high Personal V	/,F	N/A	Divination	SC: Pg.149
Effect:			Districts have	44	Target: You			Caster Level: 15	
Brief supplication gives you a vision that hints at how dang Pass without Trace	20	Will negates	1 standard	1 hour/level [D]	Touch V	/,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
Effect:		(harmless)	action		Target: 1 creature/lev	el touched	i	Caster Level: 15	
1 subject/level leaves no tracks.		None	1 standard	1 minute/level [D]	-	/.S	Yes	Evocation [Fire]	PHB: pg.265
Produce Flame		None	action	i minute/level [D]			165		FTID. pg.200
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in your	palm		Caster Level: 15	
Raging Flame		None	1 standard action	1 minute	Medium (250 ft.) V	/,S	No	Transmutation [Fire]	SC: Pg.164
Effect:			dollori		Target: 30-ftradius s	pread		Caster Level: 15	
Causes existing fire to double their heat and radiance; see	20	N/A		1 minute/level	Personal V	/,S	N/A	Transmutation	SC: Pg.166
Effect:			action		Target: You			Caster Level: 15	
Your hands harden +2 bonus to Str, inflict lethal damage,	and you	u are considered armed Fortitude negates		10 minutes/level		/,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
Rapid Burrowing	20	[harmless]	action	TO MINUTES/IEVE			res [namiless]		55. r g. 100
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touc	ned		Caster Level: 15	
□□□□□ Remove Scent	20	Will negates	1 standard action	10 minutes/level	Touch V	/,S,M	Yes	Transmutation	SC: Pg.173
Effect:				and the	Target: Creature touc	hed		Caster Level: 15	
Hides the scent of the affected creature or removes potent Resist Planar Alignment	t affects 20	Will negates	1 standard	roglodytes. 1 round/level	Touch V	/,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature touc	hed		Caster Level: 15	
Grants limited protection from a plane's alignment traits; so			4 -4	ltt	-		V		CC: D= 400
□□□□ Sandblast	20	Reflex half	action	Instantaneous			Yes	Evocation	SC: Pg.180
Effect: Creatures in area take 1d6 nonlethal damage, any creatur	re that f	fails the save is also stu	nned for 1 re	ound.	Target: 10-ftradius b	urst cente	red on your hands	Caster Level: 15	
□□□□□ Shillelagh	20	Will negates (object)	1 standard action	1 minute/level	Touch V	/,S, DF	Yes (object)	Transmutation	PHB: pg.278
Effect:				Acceptance to	Target: One touched	nonmagic	al oak club or	Caster Level: 15	
Cudgel or quarterstaff becomes +1 weapon dealing damage	.ge as if	two size categories lar None	ger for 1 mir 1 standard		quarterstaff Medium (250 ft.) V	/,S,M/DF	No	Transmutation	SC: Pg.192
			action					[Fire]	
Effect:					Target: 30-ft -radius s	pread		Caster Level: 15	
Effect: Doubles the amount of time to put out a fire; see text.	20	Will annual	4	I11	Target: 30-ftradius s		Ves (besselses)	Caster Level: 15	CC: P= 402
Doubles the amount of time to put out a fire; see text. Snake's Swiftness	20	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	/,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect:		[harmless]		Instantaneous		/,S,M/DF	Yes [harmless]		SC: Pg.193
Doubles the amount of time to put out a fire; see text. Snake's Swiftness	; see te	[harmless] ext. Will negates	action 1 standard	Instantaneous 1 hour/level [D]	Close (60 ft.) V Target: One allied cre	/,S,M/DF	Yes [harmless] Yes [harmless]	Transmutation	SC: Pg.193 SC: Pg.194
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] ext. Will negates [harmless]	action		Close (60 ft.) V Target: One allied cre	/,S,M/DF eature /,S		Transmutation Caster Level: 15	-
Doubles the amount of time to put out a fire; see text. Gradien Snake's Swiftness Effect: Subject may make another single attack melee or ranged; Gradien Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te: 20	[harmless] ext. Will negates [harmless]	action 1 standard action		Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc	/,S,M/DF eature /,S		Transmutation Caster Level: 15 Transmutation	-
Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect: Subject may make another single attack melee or ranged; Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te: 20	[harmless] ixt. Will negates [harmless] ired to walk on snow.	action 1 standard action	1 hour/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V	/,S,M/DF eature /,S	Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination	SC: Pg.194
Doubles the amount of time to put out a fire; see text. Shake's Swiftness Effect: Subject may make another single attack melee or ranged; Showshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflection. Speak with Animals Effect: You can communicate with animals.	; see te: 20	[harmless] xt. Will negates [harmless] ired to walk on snow. None	1 standard action 1 standard action	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You	/,S,M/DF eature /,S hed /,S	Yes (harmless)	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] ixt. Will negates [harmless] ired to walk on snow.	1 standard action 1 standard action	1 hour/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning)	SC: Pg.194
Doubles the amount of time to put out a fire; see text. Shake's Swiftness Effect: Subject may make another single attack melee or ranged; Showshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflection. Speak with Animals Effect: You can communicate with animals.	; see te: 20	[harmless] xt. Will negates [harmless] ired to walk on snow. None	1 standard action 1 standard action	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You	/,S,M/DF eature /,S hed /,S	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20	[harmless] xt. Will negates [harmless] ired to walk on snow. None	action 1 standard action 1 standard action 1 round 1 standard	1 hour/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning)	SC: Pg.194 PHB: pg.281
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] iried to walk on snow. None None	action 1 standard action 1 standard action 1 round	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon	/,S,M/DF eature /,S hed /,S /,S, DF ed creature	Yes [harmless] No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288
Doubles the amount of time to put out a fire; see text. \[\cdot\] \\ \cdot\] Snake's Swiftness \[Effect: \text{Subject may make another single attack melee or ranged; } Subject may	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creature	Yes [harmless] No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation	SC: Pg.194 PHB: pg.281 PHB: pg.288
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Close (60 ft.) V Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur	Yes [harmless] No No No No	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216
Doubles the amount of time to put out a fire; see text.	; see te: 20 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action r leaves the	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touc Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation Electricity] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219
Doubles the amount of time to put out a fire; see text.	checks. 20 chund [ev	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell.	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: One summone Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mage:	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 chund [ev	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Personal V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219
Doubles the amount of time to put out a fire; see text.	checks. 20 checks. 20 during ti	[harmless] xxt. Will negates [harmless] iried to walk on snow. None None None None Will negates; see text veen if it goes invisible o Will negates the duration of the spell. N/A	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: You Close (60 ft.) V Target: One summone Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mage:	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 checks. 20 during ti	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates Will negates	action 1 standard action 1 standard action 1 round 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration Conjuration Conjuration Conjuration Conjuration	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223
Doubles the amount of time to put out a fire; see text.	checks. 20 churing the 20 checks. 20 checks. 20 churing the 30 checks.	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless]	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless]	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 round. 1 swift	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summon Personal V Target: One creature s Touch V Target: Animal or mag Personal V Target: Animal or mag Target: You Touch V Target: Living creature	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Transmutation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] ils 1 hp automatically pe	action 1 standard action 1 standard action 1 round 1 standard action 1 round.	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: One summond Personal V Target: One creature Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You Touch V Target: You Touch V Target: You	/,S,M/DF eature /,S hed /,S /,S,DF ed creatur /,S /,S,M /,S,M	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Divination	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] is1 h pautomatically pe N/A y.	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: One summon Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You Target: You Target: You	/,S,M/DF eature /,S hed /,S, DF ed creatur /,S, /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No e No Yes Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A ground. Will negates [harmless] lls 1 hp automatically pe	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Close (60 ft.) V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: Living creature Personal V Target: Living creature Personal V Target: You Close (60 ft.) V	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] ils 1 hp automatically pe N/A y. Fortitude partial; see	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature toucc Personal V Target: One summon Personal V Target: You Close (60 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You Target: You Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates (harmless) is1 hp automatically pe N/A y. Fortitude partial; see text	action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touch Personal V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: You Close (60 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: Living creature Target: You Close (60 ft.) V Target: Living creature Target: Living creature Target: You Close (60 ft.) V Target: Animal or mag Personal V Target: Living creature Target: Living creature Target: You Close (60 ft.) V Target: You	/,S,M/DF eature /,S hed /,S /,S, DF ed creatur /,S /,S,M /,S,M /,S,M /,S,M /,S,M	Yes [harmless] No No No ee No Yes Yes t touched N/A Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230
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Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] irred to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] ils 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: One summon Personal V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Target: Living creatur Personal V Target: Living creatur Personal V Target: A straight wall square/level [S] Touch S Target: A straight wall square/level [S] Touch S Target: Creature touce Close (60 ft.) V Target: Creature touce	/,S,M/DF eature /,S hed /,S, DF ed creatur /,S /,S,M	Yes [harmless] No No e No Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Air] Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.230 SC: Pg.235 SC: Pg.240
Doubles the amount of time to put out a fire; see text.	checks. 20	[harmless] xxt. Will negates [harmless] ired to walk on snow. None None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates e and become fatigued.	action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (60 ft.) V Target: One allied cre Touch V Target: Creature touce Personal V Target: One summon Personal V Target: One summon Personal V Target: One creature S Touch V Target: Animal or mag Target: Living creatur Personal V Target: Living creatur Personal V Target: A straight wall square/level [S] Touch S Target: A straight wall square/level [S] Touch S Target: Creature touce Close (60 ft.) V Target: Creature touce	/,S,M/DF eature /,S hed /,S /,S,DF ed creatur /,S /,S,M /,S,M /,S e touched /,DF /,S I whose ar S,M hed /,S	Yes [harmless] No No No Pe No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Transmutation Caster Level: 15 Evocation [Electricity] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration	SC: Pg.194 PHB: pg.281 PHB: pg.288 SC: Pg.216 SC: Pg.219 SC: Pg.223 SC: Pg.223 SC: Pg.228 SC: Pg.229 SC: Pg.235 SC: Pg.240 SC: Pg.241

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 2

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

				Druid Spells					
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
Effect: Removes movement penalties through dense brush and in	ncreas	es track DC by 5 for any	pursurers.		Target: 40-ft. radius		centered on you	Caster Level: 15	
Embrace the Wild	21	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.79
Effect: The caster gains an animal's sensory and skills, low-light	vision a	and Scent or Blindsense	30' your ch	oice. +2 spot and listen checks.	Target: You			Caster Level: 15	
Fins to Feet	21	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
Effect: Creatures lose swim speed but gain walk speed of 30 ft.					Target: Willing creat	ture touche	d	Caster Level: 15	
□□□□□ Fire Trap	21	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
Opened object deals 1d4+15 fire damage.					Target: Object touch			Caster Level: 15	
□□□□□ Flame Blade		None	1 standard action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
Effect: Touch attack deals 1d8 +7 fire damage.	04	D. ()	4 -1 - 1 - 1	4 10	Target: Sword-like b		We -	Caster Level: 15	PLIP
☐☐☐☐ Flaming Sphere	21	Reflex negates	action	1 round/level	, ,	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	ı.	N	4	40	Target: 5-ftdiamete		N	Caster Level: 15	DUD OOO
□□□□□ Fog Cloud		None	action	10 minutes/level	, ,	V,S	No	Conjuration (Creation)	PHB: pg.232
Effect: Fog obscures vision.	24	Definite helf	4	la stanta a sur	Target: Fog spreads			Caster Level: 15	CC: P= 400
Frost Breath	21	Reflex half	action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5					Target: Cone-shape		W	Caster Level: 15	DUD
Gust of Wind	21	Fortitude negates	1 standard action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
Effect: Blows away or knocks down smaller creatures.	21	N/A	1 standa- '	10 minutes/level	out from you to the or Personal	d gust of se extreme of V,S,M	vere wind emanating the range N/A	Caster Level: 15 Divination	SC: Pg.110
Effect:	21	IN/A	1 standard action	ro minutes/level		v,o,IVI	IN/A		50. Fg.110
Allows caster with Heal ranks to remove other ailments with	nen usi	ng Conjuration [Healing None		also heal more; see text.	Target: You Touch	V,S,M	Yes	Caster Level: 15 Necromancy	SC: Da 110
Effect:		NUTTE	action	ii istal ilaneuus	Target: You and one			Caster Level: 15	SC: Pg.110
Inflict 1d12 +1/caster level [max +10] to a living creature a	nd gair	n an equal amount of HI Fortitude partial		1 round/level	Close (60 ft.)	e living crea	Yes	Evocation [Light,	SC: Pa 112
Effect:	-1	. oralude partial	action	Sandrovoi	Target: living creatu			Fire] Caster Level: 15	55.1 g.112
Subjects do benefit from concealment, on failed save they	also ta	ake 1d4 fire damage ea Will negates (object)			Close (60 ft.)		Yes (object)	Transmutation	PHB: pg.239
Effect:		vviii riegales (object)	action	7 Tourido			reature/2 levels, no two	[Fire]	111b. pg.200
Make metal so hot it damages those who touch it.						re than 30 f	t. apart; or 25 lb./level	Oddier Edver. 10	
□□□□□ Hold Animal	21	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (250 ft.)		Yes	Enchantment (Compulsion)	PHB: pg.241
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 15	
Paralyzes one animal for 1 round/level.		None	1 standard	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration	SC: Pg.128
Effect:			action		Target: One creatur	e/3 levels,	no two of which are	(Creation) Caster Level: 15	
Make ranged attacks against each target; see text	21	N/A	1 standard	10 minutes/level	more than 30 ft. apa Personal	art V,S,DF	N/A	Divination	SC: Pg.133
Effect:			action		Target: You			Caster Level: 15	-
Gain +4 insight bonus on Listen checks; see text.	21	Will negates	1 standard	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect:			action		Target: One creatur	е		Caster Level: 15	
Creates an indelible mark on the subjects face; see text. Master Air	21	N/A		1 round/level	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
Effect:			action		Target: You			Caster Level: 15	
Fly at 90 ft. [or 60 if med or hvy armor].	21	Will negates		1 minute/level	Touch	V,S	No	Transmutation	SC: Pg.144
Effect:		[harmless]	action		Target: One creatur	е		Caster Level: 15	
As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.						V 0.5=	V B	E	00 B 440
Nature's Favor	21	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
Effect: Target animal gains attack and damage bonus of +1 for e					Target: Animal touc		N/A	Caster Level: 15	CC: D= 440
One With the Land	21	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.149
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Sur				1 minute/lovel	Target: You	Vene	Voc	Caster Level: 15	DHP: ng 050
Owl's Wisdom	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	res	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.		None	1 stander	1 hour/level ID	Target: Creature tou		No	Caster Level: 15	DHR: ng 260
Reduce Animal		None	1 standard action	1 hour/level [D]	Touch	V,S	No mall Madium Large or	Transmutation	PHB: pg.269
Shrinks one willing animal.	21	Fortitude negates	1 etandar	10 minutes/level	Huge size Touch		mall, Medium, Large, or Yes (harmless)	Abjuration	PHB: pg.272
Effect:	21	(harmless)	action	To miliutes/level	Target: Creature tou		res (natitiess)	Caster Level: 15	, τιυ. μg.212
Ignores first 30 points of damage/attack from specified en	ergy ty 21	pe. Will negates	3 rounds	Instantaneous	Touch	v,S	Vas (harmlass)		PHB: pg.272
Effect:	21	(harmless)	3 TOUTIOS	ii istal ilaneuus	Target: Creature tou		Yes (harmless)	Conjuration (Healing) Caster Level: 15	. πο. μg:212
Dispels magical ability penalty or repairs 1d4 ability dama	ge. 21	Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SC: Pg.179
Effect:	-1	. oralude partial	action		Target: Ray	٠,٠		Caster Level: 15	55. i g. i / 5
Ranged touch attack deals 1d6 per two caster levels [max	5d6] a	and make a save or be s		round. 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
Effect:			action	. Cdiconovoi	Target: Creature tou		. co [namicoo]	Caster Level: 15	55.1 g.100
Bestows Scent ability with all the same powers.	21	Will negates	1 etandard	1 minute/level	Touch	V,S,M	Yes	Divination	SC: Pg.187
Share Husk	21	[harmless]	action	i iliiliute/ievei			100	Caster Level: 15	55. Fg. 167
You can sense all the stimuli the target animal senses.	21	Will negates	1 standard	Instantaneous	Target: Animal touc Medium (250 ft.)		Yes [harmless]	Transmutation	SC: Pg.193
Snake's Swiftness, Mass		[harmless]	action		Target: Allied creatu			Caster Level: 15	55. Fg. 185
Subjects may make another single attack melee or range	d; see t	ext.		* =Domain/Speciality Spell	. argot. Amed treatt	III d 20	radius buist	Judior Level. 13	
				-bomain/opeciality Spell					

				Druid Spells					
□□□□□ Soften Earth and Stone		None	1 standard	Instantaneous	Close (60 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
Effect: Turns stone to clay or dirt to sand or mud.					Target: 10 ft./level s	quare; see	text	Caster Level: 15	
Spider Climb	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
Effect: Grants ability to walk on walls and ceilings.		New	4	Late de la constante de la con	Target: Creature tou		NI.	Caster Level: 15	00 0 000
Splinterbolt		None	action	Instantaneous	Close (60 ft.) Target: One or more	V,S,M	No of splinters	Conjuration (Creation) Caster Level: 15	SC: Pg.203
Make ranged attack to hit, on hit deal 4d6 piercing da	mage and t	hreatens on 18-20. See None	e text. 1 round	1 round/level [D]	Close (60 ft.)		No	Conjuration	PHB: pg.288
Effect:					Target: One or more	creatures	, no two of which can b	(Summoning) e Caster Level: 15	
Calls creature to fight.		None	1 round	Concentration + 2 rounds	more than 30 ft. apa Close (60 ft.)	rt V,S,M/DF	No	Conjuration	PHB: pg.289
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm	of bats, rat	s, or spiders	(Summoning) Caster Level: 15	
Swim		None	1 round	10 minutes/level [D]	Medium (250 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
Effect: Gain swim speed and +8 to Swim checks.					Target: One creature			Caster Level: 15	
Tiger's Tooth		None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: Pg.221
As greater magic fang.	21	Will negates	10 minutes	1 hour/level	Target: You Touch	V,S,DF	Yes [harmless]	Caster Level: 15 Enchantment	SC: Pg.221
□□□□□Train Animal	21	[harmless]	10 minutes	i i noui/levei	Touch	V,3,DF	res [namiess]	(Charm) [Mind-Affecting]	30. Fg.221
Effect: You temporarily boost the number of tricks that an an	imal knows				Target: Animal touch			Caster Level: 15	
Tree Shape		None	1 standard action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.296
You look exactly like a tree for 1 hour/level.	21	Will negates (object)	1 standard	Instantaneous	Target: You Close (60 ft.)	V,S	Yes (object)	Caster Level: 15 Transmutation	PHB: pg.300
Effect: Warp Wood	21	vili riegales (object)	action	III Stantaneous	Target: One Small v			Caster Level: 15	1 115. pg.300
Bends wood [shaft, handle, door, plank].		None	1 standard	1 minute/level	20-ft. radius Touch	V	No	Transmutation	SC: Pg.240
Effect:			action		Target: Winged crea	ature touch	ed	Caster Level: 15	
Manuverability improves by one step. Winter's Embrace	21	Fortitude negates	1 standard	1 round/level	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.241
Effect: Creature fails it's save takes 1d8 cold damage each r	ound: see to	ext.	action		Target: One creature	е		Caster Level: 15	
□□□□□ Wood Shape	21	Will negates (object)	1 standard action	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.303
Effect: Rearranges wooden objects to suit you.					cu. ft. + 1 ft./level		vood no larger than 10		
Wracking Touch Effect:	21	Fortitude half	1 standard action	Instantaneous	Touch Target: Creature tou	V,S	Yes	Necromancy Caster Level: 15	SC: Pg.243
Deal 1d6 +1 per caster level [max +10] plus you get s	neak attack 21	damage if you posses	s the ability.	15 rounds	_	V,S,M	No		Custom: Frostburn
Effect:			action		Target: 20-ftradius			Caster Level: 15	Pg.106
Zone deals 1d6 cold damage each round.				LEVEL 3					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Breathing Effect:	22	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation Caster Level: 15	SC: Pg.8
Grants creatures the ability to breath air. Grants Creatures The ability to breath air.	22	Will negates	1 standard	1 minute/level	Target: Living creatu	V,S,DF	Yes [harmless]	Transmutation	SC: Pq.9
Effect:		[harmless]	action		Target: One or more	creatures,	, no two of which are	Caster Level: 15	g
Same as algin fang, but on multiple creatures. Attune Form	22	N/A	1 standard	24 hours	more than 30 ft. apa Touch	rt V,S,M/DF	N/A	Transmutation	SC: Pg.17
Effect: Attunes the affected creatures to the plane you are cu	urrently on	negating harmful effect	action		Target: One creature	e/3 levels		Caster Level: 15	
Attunes the affected creatures to the plane you are co		N/A		1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.29
Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural arm					Target: You			Caster Level: 15	
Blindsight	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
Effect: Grant blindsight to 30 ft.	22	Reflex half	1 round	1 minute/level	Target: Creature tou Medium (250 ft.)	v,s	Yes	Caster Level: 15 Evocation	PHB: pg.207
Effect:					Target: One or more			[Electricity] Caster Level: 15	Ib. pg.207
Calls down one lightning bolt/level [max 10] over dura Capricios Zephyr	ation [3d6 pe	None and Reflex	1 standard	stormy area. 1 round/level	lightning	V,S	Yes	Evocation [Air]	SC: Pg.43
Effect:	2 +6 05:::	partial; see text	action	castar Mayamant 20 ftl tt	Target: 5-ftdiamete	er		Caster Level: 15	
Ball of swirling dust and air that bull rush attacks with Charge of the Triceratops	a +6 any cr 22	reature it encounters as Will negates [harmless]		1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If go	ore is used			lamage. Also gain +4 Natural Armor.	Target: Living creatu	ure touched	ı	Caster Level: 15	
Circle Dance	22	N/A		Instantaneous	Personal	V,S	N/A	Divination Caster Level: 15	SC: Pg.46
					Target: Vou				
Get direction and general status of a known target.	22	Fortitude negates	1 standard	1 round/level [DI	Target: You 10 ft.	V,S,DF	Yes		SC: Pq.52
Corona of Cold		Fortitude negates	action	1 round/level [D]	10 ft. Target: 20-ftradius		Yes	Evocation [Cold] Caster Level: 15	SC: Pg.52
Corona of Cold			action affected ha		10 ft. Target: 20-ftradius		Yes	Evocation [Cold]	

Touch

Target: 40-ft.-radius spread

Target: One structure or construct

V,S

Target: Creature touched

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

Yes (harmless); see text

1 standard 1 round/level action

e distracted.

22 Fortitude half [object] 1 standard Instantaneous action

Crumble

Creaking Cacophony

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

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

22 For

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

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

Caster Level: 15

Caster Level: 15

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

Transmutation SC: Pg.56

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

^{* =}Domain/Speciality Spell

				Druid Spells					
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
Effect: 60-ft. radius of bright light.			dollori		Target: Object touch	ed		Caster Level: 15	
Dehydrate	22	Fortitude negates		Instantaneous	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.62
Effect:			action		Target: One living cre	eature		Caster Level: 15	
Deal 1d6 plus 1/3 caster levels [max +5].		None		Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.221
Effect:			action		Target: See text			Caster Level: 15	
Reduces size or blights growth of normal plants.	22	Will negates	1 round	1 round/level	-	V,S	Yes		PHB: pg.224
Dominate Ammai		VIII riogatos		Tround to to	0.000 (00 1)	*,0		(Compulsion) [Mind-Affecting]	. 115. pg.22 1
Effect: Subject animal obeys silent mental commands.					Target: One animal			Caster Level: 15	
Downdraft	22	Reflex partial; see text		Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
Effect:			action		Target: Cylinder [20-	ft. radius, 1	100 ft. high]	Caster Level: 15	
Either send a flying creature down 50 ft. or 100 ft. They ta				nd [1d6 per 10 ft.]. 1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: Pg.76
Effect:		[harmless]	action		Target: Living creatu	re touched		Caster Level: 15	
Earth and stone damage is treated as nonlethal [includes DDDDDEnergy Vortex		res with the subtype of e Reflex half		falling onto stone]; see text. Instantaneous		V,S	Yes	Evocation	SC: Pg.81
Linergy voitex			action					[Choose:Acid, Cold, Fire,	3.
Effect:					Target: All creatures	within a 20	Neft eradius hurst	Electricity, Sonic] Caster Level: 15	
Choose a energy type and it causes 1d8 +1/caster level as well.	max +2	20]. You may double the	e damage if	you forgoe a save and take the damage		within a 20	ri. radius burst	Oddier Ecver. 10	
Entangling Staff	22			1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.83
Effect:	vole : :		action	ala an additional 242 description	Target: Quarterstaff	touched		Caster Level: 15	
Each time you successfully strike foe you can start a grap [lethal or nonlethal]; see text									
□□□□ Fire Wings	22	N/A	1 round	1 minute/level		V,S,M,F	N/A	[Fire]	SC: Pg.93
Effect: Attack or Fly; see text.					Target: You			Caster Level: 15	
□□□□□Fly, Swift	22		1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.96
Effect: This spell functions like fly, except as noted.					Target: You			Caster Level: 15	
Forestfold	22	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.98
Effect: Grants +10 competence bonus on Hide and Move Silently	, abaak		action		Target: You			Caster Level: 15	
Giant's Wrath	CHECKS	None		1 round/level	Personal	V,S,M	No		SC: Pg.105
Effect:			action		Target: One pebble/3	3 levels		[Earth] Caster Level: 15	
Pebbles become boulders; see text Girallon's Blessing	22	Fortitude negates	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 15	
Gain an additional pair of arms; see text Heatstroke	22	Fortitude partial	1 standard	Instantaneous		V,S	Yes [harmless]		SC: Pg.113
Effect:			action	modification of the second of	Target: One Creature		roo (namiooo)	Caster Level: 15	CC. 1 g. 110
Target becomes fatigued [if fatigued it becomes exhausted		es 2d6 nonlethal heat [wi		rt save]. Instantaneous	-	V,S	Yes	Evocation [Cold]	CC: D= 440
Hypothermia	22	Fortitude partial	action	Instantaneous			res		30. Fg.116
Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigu					Target: One creature		v	Caster Level: 15	
lcelance	22		1 standard action	Instantaneous	Medium (250 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: Pg.119
Effect: Creates an ice lance; ranged touched attack at +4, if it hit	causes	6d6 points, make save	or be stunn	ed for 1d4 rounds.	Target: One lance of	ice		Caster Level: 15	
Infestation of Maggots	22		1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: Pg.123
Effect: Deal 1d4 constitution per round. Save ends the spell and	the effe	ect.			Target: Creature tou	ched		Caster Level: 15	
□□□□□Jagged Tooth		Will negates	1 standard action	10 minutes/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.127
Effect: Doubles the critical threat range of one natural weapon.		[naminoso]	dollori		Target: One natural starget creatures	slashing or	piercing weapon of	Caster Level: 15	
Lion's Charge	22	N/A	1 swift	1 round		V	N/A	Transmutation	SC: Pg.133
Effect:			action		Target: You			Caster Level: 15	
Gain pounce ability [make full attack after a charge].	22			1 hour/level	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
Effect:			action		Target: One living cre	eature		Caster Level: 15	
One natural weapon of subject creature gets +3 on attack Meld into Stone	and da	amage rolls. None	1 standard	10 minutes/level	Personal	V,S, DF	No	Transmutation	PHB: pg.252
Effect:			action		Target: You			[Earth] Caster Level: 15	
You and your gear merge with stone.	22	Fortitude negates	1 standard	10 minutes/level		V,S	Yes [harmless]		SC: Pg.145
Nature's Balance		[harmless]	action	10 milliogravor			. 55 [161111655]	Caster Level: 15	55.1 g.140
Take -4 to one ability score [Str, Dex, Con] and target gair	ns like a		10 == :-	Instantanagua	Target: Creature tou		No		SC: Da 140
□□□□□ Nature's Rampart Effect:		None	10 minutes	Instantaneous	Medium (250 ft.) Target: Structure up	V,S,F to 40 ft. sq	No uare	Transmutation Caster Level: 15	SC: Pg.146
Shapes natural setting into a formidable defense.	22	Will negates	1 standard	10 minutes/level			Yes (harmless, object)		PHB: pg.257
Neutralize Poison	44		action	TO MINUTES/IEVE				(Healing)	т пр. ру.zə <i>r</i>
Effect: Immunizes subject against poison, detoxifies venom in or	on sub		4.1		Target: Creature or of touched			Caster Level: 15	DUD
□□□□□ Plant Growth		None	1 standard action	Instantaneous		V,S, DF	No	Transmutation	PHB: pg.262
Effect: Grows vegetation, improves crops.					Target: See text			Caster Level: 15	
□□□□ Poison	22		1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living creatu	re touched		Caster Level: 15	
Primal Form	22	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.161
Effect: You assume the physical appearance and many of the qu	. 1747	and abilities of a observe		fire water earth airly see toyt	Target: You			Caster Level: 15	
. oo aooume me priyoteat appearance and many of the qu									
□□□□□ Protection from Energy		Fortitude negates	1 standard	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect:	22	Fortitude negates (harmless)			Touch Target: Creature tour		Yes (harmless)	Abjuration Caster Level: 15	PHB: pg.266
	22	Fortitude negates (harmless)	1 standard				Yes (harmless)	•	PHB: pg.266

^{* =}Domain/Speciality Spell

				Druid Spells					
Quench	22	None or Will negates (object)	1 standard action	Instantaneous	Medium (250 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
Effect: Extinguishes nonmagical fires or one magic item.		(,,			Target: 20-ft. cube/l	level [S] or	one fire-based magic	Caster Level: 15	
Quillfire	22	N/A		1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.164
Effect: Quills inflict 1d8 or thrown range 10 ft; see text.			action		Target: You			Caster Level: 15	
Remove Disease	22	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch Target: Creature tou	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 15	PHB: pg.271
Cures all diseases affecting subject.	22	Fortitude negates	1 standard	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
LILI Resist Energy, Mass	22	[harmless]	action	10 minutes/level				•	3C. Fg.174
Effect: As resist energy, except that it affects all targeted creature					more than 30 ft. apa	art	two of which can be	Caster Level: 15	
Sink	22	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.					than 30 ft. apart		two of which are more		
Sleet Storm		None	1 standard action	1 round/level	Long (1000 ft.) Target: Cylinder 40	V,S,M/DF	No	Conjuration (Creation) [Cold] Caster Level: 15	PHB: pg.280
Hampers vision and movement.	22	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
Effect: Turns one of your arms into a venomous snake; see text.			action		Target: You	,-		Caster Level: 15	3
Snare	•	None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
Effect: Creates a magic booby trap.					Target: Touched no thong with a 2 ft. dia		ircle of vine, rope, or	Caster Level: 15	
□□□□□ Snowshoes, Mass	22	Will negates		1 hour/level [D]	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect:		[harmless]	action			re/level, no	two of which are more	Caster Level: 15	
Same as Snowshoes, except as noted. Speak with Plants		None		1 minute/level	than 30 ft. apart Personal	V,S	No	Divination	PHB: pg.282
Effect:			action		Target: You			Caster Level: 15	•
You can talk to normal plants and plant creatures. Spiderskin	22	Will negates		10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 15	
Grants recipient +1 to natural AC, +1 save against poisor Spike Growth	22 and +	1 bonus to Hide checks Reflex partial	1 standard	ee caster levels [max +5]. 1 hour/level [D]	Medium (250 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
Effect:			action		Target: 20-ft. square	es/level		Caster Level: 15	
Creatures in area take 1d4 damage, may be slowed.		None		1 hour/level	Touch	V,S,M	No	Transmutation	SC: Pg.202
Effect:			action		Target: Wooden we	apon touch	ned	Caster Level: 15	
As brambles, except affected weapon gains +2 enhancer Spiritjaws	ment bo	onus and threat range d None		1 round/level [D]	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
Effect:			action	- -	Target: Jaws of ford			Caster Level: 15	
Jaws attempt to grapple the target; see text	22	Reflex negates	1 standard	10 minutes/level [D]	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
Standing Wave		Tronox nogatos	action	10 mma.000.000. [2]			re or object within range		00. 1 g.20 1
Transports across water; see text.		None	1 standard	Instantaneous	Touch	V,S,M/DF		Transmutation	PHB: pg.284
Stone Shape		None	action	Instantaneous			ouched, up to 10 cu. ft.	[Earth]	FTID. pg.204
Sculpts stone into any shape.		Nana	4	4	+1 cu. ft./level		·		DUD 000
Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (60 ft.)		No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.					more than 30 ft. apa	art	, no two of which can be		
□□□□□ Thornskin	22	N/A	1 standard action	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
Effect: Sprout thorns from your skin that makes your unarmed do	eal leth	al plus an extra 1d6 pie	rcing damag	e on unarmed attacks.	Target: You			Caster Level: 15	
□□□□□Thunderous Roar	22	Fortitude partial; see text	1 standard action	Instantaneous	Long (1000 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
Effect: All creatures in the area take 1d6 sonic damage per two	caster le	evels: see text.			Target: 20-ftradius	burst		Caster Level: 15	
Treasure Scent	22	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: Pg.223
Effect: Detect copper, silver, gold, platinum, and gems within 30	foot C	ee text	200011		Target: You			Caster Level: 15	
Detect copper, sliver, gold, platinum, and gems within 30	22 22	ee text. See text		1 round/3 levels	Medium (250 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
Effect: Disrupts concentration; see text.			action		Target: 40-ftradius	spread		Caster Level: 15	
Disrupts concentration; see text.	22	Will negates		10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect:		[harmless]	action	and the second s	Target: Living creat	ure touche	d	(Healing) Caster Level: 15	
Same as lesser vigor except it grants target fast healing a	ability fo 22	Will negates	1 standard	tomatically healed per round. 10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect:		[harmless]	action				no two of which can be	(Healing) Caster Level: 15	
Same as lesser vigor except it grants all targets fast heal	ing abili 22	ity for the duration of the See text		p automatically healed per round. 10 minutes/level	more than 30 ft. apa		Yes	Conjuration	SC: Pg.230
Effect:			action		Target: 10-ftradius			(Creation) Caster Level: 15	-
Creates a rapid growth of vines, see text.	22	Will negates	1 standard	2 hours/level; see text	Touch		Yes (harmless)	Transmutation	PHB: pg.300
□□□□ Water Breathing Effect:		(harmless)	action		Target: Living creat			Caster Level: 15	3.000
Subjects can breathe underwater.		None	1 hc:	Instantaneous					CC: Da 222
Under Eye Effect:		None		Instantaneous			No evel centered on you	Divination Caster Level: 15	SC: Pg.238
You may accurately predict the natural weather up to on acts as detect magic.	ne week	into the future. If unna	tural forces of	currently affect the weather then the sp		=/**			
□□□□□ Wind Wall	22	None; see text	1 standard action	1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
Effect: Deflects arrows, smaller creatures, and gases.			20.011		Target: Wall up to 1	0 ft./level lo	ong and 5 ft./level high	Caster Level: 15	
gustaros, una gustar				LEVEL 4	(-)				
Name	DC	Saving Throw	Time	LEVEL 4 Duration	Range	Comp.	Spell Resistance	School	Source
		None		10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Ai	
Effect:			auuUII		Target: Creature [G	argantuan	or smaller] touched	Caster Level: 15	
Subject treads on air as if solid [climb at 45-degree angle	ej.			* =Domain/Speciality Spell					

			Druid Spells				
□□□□ Antiplant Shell			1 standard 10 minutes/level [D] action	10 ft. V,S, I	DF Yes	Abjuration	PHB: pg.200
Effect: Keeps animated plants at bay.				Target: 10-ftradius emar	nation, centered on you	Caster Level: 15	
Reeps animated plants at day. Arc of Lightning	23		1 standard Instantaneous	Close (60 ft.) V,S,N	M/DF No	Conjuration	SC: Pg.15
Effect:			action	Target: A line between two	o creatures	(Creation) [Electricity] Caster Level: 15	
Create a bolt of electricity between two creatures causing	1d6/le 23		reatures and anything in between them. 1 standard 1 round/level	Personal V,S,N			SC: Pg.28
Bite of the Wereboar	23		action		/I IN/A	Transmutation	SC: Pg.28
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bit				Target: You		Caster Level: 15	
□□□□□ Blight	23		1 standard Instantaneous action	Touch V,S, I	DF Yes	Necromancy	PHB: pg.206
Effect: Withers one plant or deals 1d6/level damage to plant cre	ature.			Target: one plant/plant-cre	eature	Caster Level: 15	
□□□□□ Blindsight, Greater	23		1 standard 1 minute/level action	Touch V,S	Yes [harmless]	Transmutation	SC: Pg.32
Effect: Grant blindsight to 30 ft.				Target: Creature touched		Caster Level: 15	
Bottle of Smoke		None	10 minutes 1 hour/level	Touch V,S,F	No	Conjuration (Creation)	SC: Pg.37
Effect: Creates a steed made of smoke.				Target: One smoky, horse	elike creature	Caster Level: 15	
DDDD Burrow, Mass	23		1 standard 1 minute/level [D] action	Touch V,S,F	F/DF Yes [harmless]	Transmutation	SC: Pg.41
Effect:		[harmless]	action	Target: One creature/leve	l, no two of which can be	Caster Level: 15	
Same as Burrow, except effects multiple creatures. Chain of Eyes	23		1 standard 1 hour/level	more than 30 ft. apart Touch V,S	Yes	Divination	SC: Pg.45
Effect:			action	Target: Living creature to	uched	Caster Level: 15	
Scrying sensor passed along by touch.	23	Will negates	1 standard 1 day/level	Close (60 ft.) V	Yes	Transmutation	PHB: pg.211
Effect:			action		of plant creatures, no two of		
Sway the actions of one or more plant creatures.	23	Fortitude negates	1 standard 1 round/level	which can be more than 3		Necromancy	SC: Pg.52
Effect:			action	Target: You		Caster Level: 15	- 5
Any creature you hit with melee touch is afflicted with cor	ntagion 23	and the selected disease N/A		Personal V,S,N	л N/A	Abjuration	SC: Pg.52
☐☐☐☐☐ Contingent Energy Resistance Effect:	23	.0/1	1 minute 1 hour/level [D]	Target: You	1977	Caster Level: 15	55. 1 g.02
Same as Contigency, except it is more limited.	23	None; see text	1 standard 10 minutes/level [D]		M/DF No	Transmutation	PHB: pg.214
Effect:			action		of 10-ft. by 10-ft. by 2-ft. pe	[Water]	
Raises or lowers bodies of water.	23	Fortitude half	1 standard See text	level [S] Close (60 ft.) V,S,F		Transmutation	SC: Pg.56
Creeping Cold, Greater	23		action	Target: One creature		[Cold] Caster Level: 15	_ 5 g.50
As creeping cold, but has a higher damage cap with addi	tional r		1 standard Instantaneous	Touch V,S	Yes (harmless); see	Caster Level: 15 Conjuration	PHB: pg.216
Cure Serious Wounds	23		action		text	(Healing)	rпв. pg.210
Effect: Cures 3d8 +1/level [max +15] damage.		No.	A de la Haraca	Target: Creature touched	N	Caster Level: 15	DUD
□□□□□ Dispel Magic			1 standard Instantaneous action	Medium (250 ft.) V,S	No	Abjuration	PHB: pg.223
Effect: Cancels magical spells and effects.				Target: One spellcaster, c 20-ftradius burst	creature, or object; or	Caster Level: 15	
□□□□□ Enhance Wild Shape Effect:	23	N/A	1 minute 1 hour/level	Personal V,S	N/A	Transmutation	SC: Pg.81
Gain enhancement to your next wild shape; See text.				Target: You		Caster Level: 15	
□□□□□ Essence of the Raptor	23		1 standard 10 minutes/level [D] action	Personal V,S	N/A	Transmutation	SC: Pg.84
Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, I				Target: You		Caster Level: 15	
□□□□□ Eye of the Hurricane	23		1 standard Instantaneous action	40 ft. V,S	Yes	Abjuration [Air]	SC: Pg.86
Effect: Creates a hurricane with you unaffected at the center; se				40 0 1	ntation centered on you, with entered on you	Caster Level: 15	
sales a manneane with you untailedted at the belitel, se	e text			10-ttradius quiet area ce	DF Yes		
Flame Strike	e text 23	Reflex half	1 standard Instantaneous action	Medium (250 ft.) V,S, I	DI 103	Evocation [Fire]	PHB: pg.231
	23	Reflex half				Evocation [Fire] Caster Level: 15	PHB: pg.231
☐☐☐☐Flame Strike Effect:	23	Will negates		Medium (250 ft.) V,S, I			PHB: pg.231 PHB: pg.233
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama Freedom of Movement	23 ge.	Will negates	action 1 standard 10 minutes/level	Medium (250 ft.) V,S, I Target: Cylinder 10	л, DF Yes (harmless)	Caster Level: 15	
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge.	Will negates	action 1 standard 10 minutes/level action 1 standard 1 minute/level	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to	л, DF Yes (harmless)	Caster Level: 15 Abjuration	
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama Green of Movement Effect: Subject moves normally despite impediments. Giant Vermin Effect:	23 ge. 23	Will negates (harmless)	action 1 standard 10 minutes/level action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three vermin	M, DF Yes (harmless) ouched DF Yes	Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.233
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama Graduate Freedom of Movement Effect: Subject moves normally despite impediments.	23 ge. 23	Will negates (harmless)	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,I Target: You or creature to Close (60 ft.) V,S,I Target: Up to three vermir more than 30 ft. apart	M, DF Yes (harmless) ouched DF Yes	Caster Level: 15 Abjuration Caster Level: 15 Transmutation	PHB: pg.233 PHB: pg.235
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless)	action 1 standard 10 minutes/level action 1 standard 1 minute/level action	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,I Target: You or creature to Close (60 ft.) V,S,I Target: Up to three vermir more than 30 ft. apart	M, DF Yes (harmless) uched DF Yes n, no two of which can be	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless) None None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D]	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,I Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N	M, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold]	PHB: pg.233 PHB: pg.235
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless) None None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20	M, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes - No	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless) None None None very two caster levels will negates	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D]	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,I Target: You or creature to Close (60 ft.) V,S,I Target: Up to three verminmore than 30 ft. apart Long (1000 ft.) V,S,I Target: Cylinder 20 Close (60 ft.) V,S,I Close (60 ft.) V,S,I	M, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes - No	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation	PHB: pg.233 PHB: pg.235 PHB: pg.243
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 gge. 23	Will negates (harmless) None None None vor every two caster levels will negates	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,I Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F	M, DF Yes (harmless) uuched DF Yes n, no two of which can be M/DF Yes No ted worgs Yes	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless) None None None vone vone vill negates vou descend as if the ea	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three verminmore than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S	M, DF Yes (harmless) uuched DF Yes n, no two of which can be M/DF Yes No ted worgs Yes	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23	Will negates (harmless) None None None or every two caster levels will negates you descend as if the ea Will partial	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action 1 standard 10 minutes/level [D] action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,N Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S	A, DF Yes (harmless) DF Yes n, no two of which can be M/DF Yes No ted worgs Yes r creature/level	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 23 23 23	Will negates (harmless) None None None or every two caster level: Will negates you descend as if the ear Will partial	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action rth opened up and swallowed you. 1 standard 1 round/level action	Medium (250 ft.) V,S,I Target: Cylinder 10 Personal or touch V,S,I Target: You or creature to Close (60 ft.) V,S,I Target: Up to three verminmore than 30 ft. apart Long (1000 ft.) V,S,I Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray	M, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes F No ted worgs Yes r creature/level Yes	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 23 23 23	Will negates (harmless) None None None Vone vill negates level: will negates you descend as if the ea will partial ing: See text. None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action rth opened up and swallowed you. 1 standard 1 round/level	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,I Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,I Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S	A, DF Yes (harmless) puched DF Yes n, no two of which can be A/DF Yes No ted worgs Yes r creature/level Yes Yes [harmless]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama Effect: Subject moves normally despite impediments. Giant Vermin Effect: Turns centipedes, scorpions, or spiders into giant vermin Clifect: Hail deals 5d6 damage in cylinder 40 ft. across. Jaws of the Wolf Effect: Transform small wooden carvings into real worgs equal to the company of the comp	23 23 23 23 23 23 23 23 23 23 23 23 23 2	Will negates (harmless) None None None None vill negates level: Will negates sif the ear will partial ing; See text.	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s 1 standard 10 minutes/level [D] action rith opened up and swallowed you. 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 round/level action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three vermin more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Dead creature tou	A, DF Yes (harmless) uuched DF Yes n, no two of which can be M/DF Yes F No ted worgs Yes r creature/level Yes Yes [harmless]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 23 23 23	Will negates (harmless) None None None Vone Will negates level: Will negates you descend as if the ea Will partial ing; See text. None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level [D] action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 round/level action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three vermin more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Dead creature tou	A, DF Yes (harmless) puched DF Yes n, no two of which can be A/DF Yes No ted worgs Yes r creature/level Yes Yes [harmless]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23 23 o o one fr 23 ers see 23 and slow	Will negates (harmless) None None None None or every two caster level: Will negates you descend as if the ea Will partial ing: See text. None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level [D] action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard Instantaneous 3 rounds Instantaneous	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S, Target: Up to three vermin more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Dead creature tou Personal V,S,F Target: You	A, DF Yes (harmless) DF Yes n, no two of which can be M/DF Yes No ted worgs Yes r creature/level Yes Yes [harmless]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 23 23 23 23 23 23 23 23 23 23 23 23 2	Will negates (harmless) None None None None or every two caster level: Will negates you descend as if the ea Will partial ing: See text. None	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s 1 standard 10 minutes/level [D] action rith opened up and swallowed you. 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 round/level action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,N Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Ray Touch V,S Target: Dead creature tou Personal V,S,F Target: You Personal V,S,S	A, DF Yes (harmless) uuched DF Yes n, no two of which can be M/DF Yes F No ted worgs Yes r creature/level Yes Yes [harmless]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Abjuration	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 29 23 20 23 21 23 22 23 23 23 24 25 25 25 25 25 25 25 25 25 25 25 25 25	Will negates (harmless) None None None None Or every two caster levels will negates you descend as if the ear will partial ting; See text. None N/A N/A P/A Proposition of the search of the	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action rith opened up and swallowed you. 1 standard 1 round/level action 1 standard 1 round/level action 3 rounds Instantaneous 1 standard 1 round/level action 1 standard 1 round/level action 3 rounds Instantaneous	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,N Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Ray Touch V,S Target: Dead creature tou Personal V,S,F Target: You Personal V,S,S Target: You	M, DF Yes (harmless) purched DF Yes n, no two of which can be M/DF Yes No ted worgs Yes r creature/level Yes Yes [harmless] sched N/A	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Abjuration Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.131 SC: Pg.136
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 ge. 23 23	Will negates (harmless) None None None None or every two caster levels will negates you descend as if the eawill partial ing: See text. None N/A N/A P/A Fortitude half or Will	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action s. 1 standard 10 minutes/level [D] action rith opened up and swallowed you. 1 standard 1 round/level action 1 standard 1 round/level action 3 rounds Instantaneous 1 standard 1 round/level action	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,N Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Dead creature tou Personal V,S,F Target: You Personal V,S,F Target: You 30 ft. V,S	A, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes F No ted worgs Yes r creature/level Yes Yes [harmless] tched N/A N/A Yes [object]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Abjuration	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.130
Effect: Smite foes with divine fire for 1d6/level [max 15d6] dama	23 29 23 20 23 21 23 22 23 23 23 24 25 25 25 25 25 25 25 25 25 25 25 25 25	Will negates (harmless) None None None None Or every two caster level: Will negates you descend as if the ea Will partial ing; See text. None N/A N/A P/A Fortitude half or Will	action 1 standard 10 minutes/level action 1 standard 1 minute/level action 1 standard 1 full round action 1 standard 1 round/level [D] action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level [D] action 1 standard 1 round/level action 1 standard 1 round/level action 3 rounds Instantaneous 1 standard 1 round/level action 1 standard 1 round/level action 3 rounds Instantaneous	Medium (250 ft.) V,S, Target: Cylinder 10 Personal or touch V,S,N Target: You or creature to Close (60 ft.) V,S,N Target: Up to three vermir more than 30 ft. apart Long (1000 ft.) V,S,N Target: Cylinder 20 Close (60 ft.) V,S,F Target: One or more creat Touch V,S Target: You and one othe Close (60 ft.) V,S Target: Ray Touch V,S Target: Ray Touch V,S Target: Dead creature tou Personal V,S,F Target: You Personal V,S,S Target: You	A, DF Yes (harmless) puched DF Yes n, no two of which can be M/DF Yes F No ted worgs Yes r creature/level Yes Yes [harmless] tched N/A N/A Yes [object]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Abjuration Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15 Abjuration Caster Level: 15	PHB: pg.233 PHB: pg.235 PHB: pg.243 SC: Pg.127 SC: Pg.130 SC: Pg.130 SC: Pg.131 SC: Pg.136

				Druid Spells					
□□□□ Moon Bolt	23	Fortitude half[living] Will negates[undead]	1 standard	Instantaneous	Long (1000 ft.)	V,S	Yes	Evocation	SC: Pg.143
Effect:							eature, or two living or	Caster Level: 15	
Bolt unerringly strikes dealing 1d4 Str damage per three Murderous Mist	caster le	evels [max 5d4]. Undea Reflex partial; see text			undead creatures, the Close (60 ft.)	nat are <15 V,S	ft. apart No	Conjuration	SC: Pg.145
Effect:			action		Target: Cloud spread	de in 30-ft	radius 20 ft high	(Creation) Caster Level: 15	
Create cloud of scalding hot steam; see text.	00	No. of the death	4	4 10			-		00 D. 150
Perinarch	23	None [object] and Reflex negates; see	action	1 round/level; see text	Close (60 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
Effect:		text			Target: N/A			Caster Level: 15	
Grants temporary over the terrain of limbo.		None	1	1 hour/level	-	V	Yes [harmless]	Abjuration	SC: Pg.159
□□□□□ Planar Tolerance		None	immediate	1 Hourrever	2011.	•	res [namness]	Abjuration	30. r g. 133
Effect:			action		Target: One creature	e/level in a	20-ft. radius burst	Caster Level: 15	
Gain temporary respite from the natural effects of a spec	cific plan 23	e. Fortitude negates	1 standard	10 minutes/level	centered on you Medium (250 ft.)	V,S,M	Yes	Conjuration	SC: Pg.160
Effect:			action		Target: 10-ftradius/			(Creation) Caster Level: 15	20.1 g.100
Creates vines like vine mine except vines have contact					-				BUB
□□□□□ Reincarnate Effect:	23	None; see text	10 minutes	Instantaneous			Yes (harmless)	Transmutation Caster Level: 15	PHB: pg.270
Brings dead subject back in a random body.					Target: Dead creatu				
□□□□□ Repel Vermin	23	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius	emanation	centered on you	Caster Level: 15	
Resistance, Greater	23	Will negates	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature tou	iched		Caster Level: 15	
As resistance, except you grant the subject +3 resistance Rushing Waters	e bonus. 23	None; see text	1 standard	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration	SC: Pg.178
y	_0	,	action				-	(Creation) [Water]	9
Effect: Wave of water bull rushes from you with a +15 bonus or	the opp				Target: 15-ftradius			Caster Level: 15	
□□□□ Rusting Grasp		None	1 standard action	See text	Touch	V,S, DF	No	Transmutation	PHB: pg.273
Effect:					Target: One nonmag		s object [or the volume	Caster Level: 15	
Your touch corrodes iron and alloys.					ferrous creature				
CONTROL Scrying	23	Will negates	1 hour	1 minute/level		V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
Effect: Spies on subject from a distance.					Target: Magical sens	sor		Caster Level: 15	
Spies on subject non a distance.	23	Fort negates	1 standard	Insta	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
Effect:			action		Target: 20-ftradius	spread		Caster Level: 15	
Creatures stunned for 1d6 rounds; natives of shadow vu	Inerable 23	take damage; see text. Fortitude negates	1 standard	1 minute/level		V,S,DF	Yes [harmless]		SC: Pg.188
Sheltered Vitality	23	[harmless]	action	i minute/lever				Abjuration	30. Fg. 100
Effect: Subject gains immunity to fatigue, exhaustion, and abilit	y damag	e or drain.			Target: Living creatu	are touched		Caster Level: 15	
□□□□□ Spark of Life	23	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
Effect:					Target: Undead crea	ature touch	ed	Caster Level: 15	
Undead touched temporarily acts as if it were alive and a large spike Stones	vuinerabi 23	Reflex partial	1 standard	1 hour/level [D]	Medium (250 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
Effect:			action		Target: 20-ft. square	es/level		[Earth] Caster Level: 15	
Creatures in area take 1d8 damage, may be slowed.	00	English control	4	L. r. r. r. r. r.	- '		W		00 D 000
□□□□ Starvation	23	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
Effect: Target takes 1d6 per caster level [max 10d6] nonlethal of	damage;	see text.			Target: One living cr	reature		Caster Level: 15	
□□□□□ Sudden Stalagmite	23	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: Pg.213
Effect:			action		Target: One creature	е		Caster Level: 15	
Stalagmite springs up under creature causing 1d6 per ca	aster leve	el [max 10d6]. None	1 round	Concentration, up to 1 round/level + 1	Close (60 ft.)	V,S	No	Conjuration	SC: Pg.214
adda duminon Elementite ewarm				round				(Summoning) [see text]	
Effect:	enn toyt				Target: One summo	ned eleme	ntite	Caster Level: 15	
Summons a elementite swarm [Planar Handbook 114]; s	oce lext	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration	PHB: pg.288
Effect:							no two of which can be	(Summoning) e Caster Level: 15	
Calls creature to fight.		None	1 round	10 minutes/level IDI	more than 30 ft. apa Medium (250 ft.)	rt			SC: Da 247
□□□□□ Swim, Mass		None	1 round	10 minutes/level [D]			Yes [harmless]	Transmutation [Water]	SC: Pg.217
Effect: Gain swim speed and +8 to Swim checks.					Target: One creature more than 30 ft. apa		wo of which can be	Caster Level: 15	
UUUUVortex of Teeth		None	1 standard action	1 round/level [D]		V,S,M	Yes	Evocation [Force]	SC: Pg.232
Effect:	- Long		2011011				adius, 20-ft. high, with a	a Caster Level: 15	
Creatures in the area take 3d8 damage per round, it also	narms	incorporeal creatures. None		Concentration +1 round/level	5-ftradius safe zone Medium (250 ft.)			Conjuration	SC: Pg.235
Effect:			action		Target: A straight wa	all whose a	rea is up to one 10-ft.	(Creation) [Earth] Caster Level: 15	
Creates a churning wall of sand.	00	Deffere	4	40	square/level [S]				00: P= 205
□□□□ Wall of Water	23	Reflex negates; see text	1 standard action	10 minutes/level	Medium (250 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.235
Effect: Creates a vertical wall of swirling water.					Target: A straight was square/level [S]	all whose a	rea is up to one 10-ft.	Caster Level: 15	
Wild Runner	23	N/A	1 standard action	10 minutes/level		V,S,DF	N/A	Transmutation	SC: Pg.239
Effect:			action		Target: You			Caster Level: 15	
Assume the physical appearance and many abilities of a	a centaur 23	[MM 32]; see text. Fortitude negates	1 standard	12 hours	Medium (250 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
Effect:	2.5	[harmless]	action					Caster Level: 15	
Doubles overland speed of all targets.					Target: One creature more than 30 ft. apa				
UUUUWings of Air, Greater		None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
Effect: Manuverability improves by two steps.					Target: Winged crea	ture touch	ed	Caster Level: 15	
Manuverability improves by two steps.		None		Instantaneous or 1 round/level; see tex	t Touch	V,S,M	No	Transmutation	SC: Pg.241
Effect:			action		Target: One nonmar	gical wood	en object or a volume of	Caster Level: 15	
Deal damage to plants or destroy wooden objects.					wood; or one plant of		.,		
• ' ' '									

* =Domain/Speciality Spell

Druid Spells LEVEL 5

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

⁼Domain/Speciality Spell

□□□□□ Poison Thorns	24	See text	1 standard	1 round/level	Personal	V	No		
			action		reisonai	٧	140	Transmutation	SC: Pg.159
Effect:			action		Target: You			Caster Level: 15	
As thornskin, except creatures grappling you get a dose Quill Blast	of poiso	Reflex half; see text	1 standard	Instantaneous	20 ft.	V,S,M	Yes	Conjuration	SC: Pg.164
Effect:			action		Target: 20-ftradius	s spread, ce	ntered on you	(Creation) Caster Level: 15	
Targets struck by quills [each quill does 1d6], size of targ	gets det	ermines amount of quills Will negates	s; see text 1 standard	2 rounds	Touch	V,S,M	Yes [harmless]	Conjuration	SC: Pg.172
Rejuventation Cocoon	24	[harmless]	action	2 Tourius				(Healing)	3C. Fg.172
Effect: Heals and protects target; see text.					Target: Willing crea	ture touche	d	Caster Level: 15	
□□□□□ Sirine's Grace	24	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Evocation	SC: Pg.191
Effect:					Target: You			Caster Level: 15	
Gain +4 to Cha & Dex, deflection bonus to AC equal to y	our CH	A bonus, a +8 bonus to None		cks, gain swim speed 60 ft; see text. Instantaneous	Touch	V,S,M/DF	No	Transmutation	SC: Pg.208
Effect:			action				ouched, up to 10 cu. ft.	[Earth]	· ·
Sculpts stone into any shape.					+ 10 cu. ft./level				
Stoneskin	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
Effect: Ignore 10 points of damage per attack.					Target: Creature to	uched		Caster Level: 15	
□□□□□Summon Nature's Ally V		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration	PHB: pg.289
Effect:					Target: One or mor	e creatures	, no two of which can be	(Summoning) e Caster Level: 15	
Calls creature to fight.	24	N/A	1 standard	1 round/level	more than 30 ft. apa Personal	v,s,DF	N/A	Conjuration	SC: Pg.217
· ·			action	T Tourist Tourist		٠,٥,٥.		(Teleportation)	00.1 g.2.1
Effect: As tree stride, instead you use pools of water.					Target: You			Caster Level: 15	
□□□□□ Transmute Mud to Rock	24	See text	1 standard action	Permanent	Medium (250 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
Effect:					Target: Up to two 1	0 ft. cubes/l	evel [S]	Caster Level: 15	
Transforms 2 10-ft. cubes/level. Transmute Rock to Mud	24	See text		Permanent; see text	Medium (250 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.295
Effect:			action		Target: Up to two 1	0 ft. cubes/l	evel [S]	[Earth] Caster Level: 15	
Transforms 2 10-ft. cubes/level.		None	1 stonder	1 hour/level or until oversalada as the			No No	Conjuration	DHB: pc 206
Tree Stride		None	action	1 hour/level or until expended; see text		V,3, DF	NO	(Teleportation)	PHB: pg.296
Effect: Step from one tree to another far away.					Target: You			Caster Level: 15	
UUUUVigor, Greater	24	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect:					Target: Living creat	ure touched	ı	Caster Level: 15	
Same as lesser vigor except it grants target fast healing Wall of Fire	ability fo	or the duration of the sp None		Itomatically healed per round. Concentration + 1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
Effect:			action				up to 20 ft./level long o	or Castor Loval: 15	
	ing thro	ugh wall deals 2d6 +1/le	vel damage		a ring of fire with a	radius of up	to 5 ft./2 levels; either	or Caster Level. 13	
Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Pass					form 20 ft. high	V,S	No	Conjuration	PHB: pg.300
-		None	1 standard	10 minutes/level [D]	Medium (250 ft.)				
Deals 204 life damage out 10 ft. and 104 out 20 ft. Pass		None	1 standard action	10 minutes/level [D]			o to one 10-ft.	(Creation) Caster Level: 15	
☐☐☐☐ Wall of Thorns Effect: Thorns damage anyone who tries to pass.	24		action		Target: Wall of thoroube/level [S]	ny brush, uj		Caster Level: 15	CC: Da 220
Unity Wall of Thorns Effect: Thorns damage anyone who tries to pass.	24	None Fortitude negates [harmless]	action	10 minutes/level [D] 1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S	o to one 10-ft. Yes [harmless]	Caster Level: 15 Evocation	SC: Pg.239
☐☐☐☐ Wall of Thorns Effect: Thorns damage anyone who tries to pass.		Fortitude negates [harmless]	action 1 standard		Target: Wall of thoroube/level [S]	ny brush, up V,S		Caster Level: 15	SC: Pg.239
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect:		Fortitude negates [harmless]	action 1 standard	1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S		Caster Level: 15 Evocation	SC: Pg.239
Effect: Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range	ged atta	Fortitude negates [harmless] cks.	action 1 standard action	1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creatur	ny brush, up V,S re/level	Yes [harmless]	Caster Level: 15 Evocation Caster Level: 15	
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect:		Fortitude negates [harmless] cks. Saving Throw Reflex negates; see	action 1 standard action Time 1 standard	1 round/level	Target: Wall of thom cube/level [S] Close (60 ft.)	ny brush, up V,S		Caster Level: 15 Evocation	SC: Pg.239 Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Doubles range and grants +5 competence bonus to range and gra	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	action 1 standard action	1 round/level LEVEL 6 Duration	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creatur Range 20 feet Target: All sighted of	V,S re/level Comp. V,S	Yes [harmless] Spell Resistance	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light]	Source
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you	v,s re/level Comp. V,S creatures wi	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.)	v,s comp. v,s creatures wi	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold]	Source
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot	V,S Comp. V,S creatures wi V,S w up to 20	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15	Source SC: Pg.11 SC: Pg.12
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text.	ped attace	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft.	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text.	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Maimate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect:	ped attace	Fortitude negates [harmless] scks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft.	v,s re/level Comp. V,S creatures wi V,S ow up to 20 V,S, DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration	Source SC: Pg.11
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name	DC 25 er 2 leve	Fortitude negates [harmless] kks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None None	1 standard action Time 1 standard action 1 standard action 1 round	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius	v,s comp. v,s creatures wi v,s ow up to 20 v,s, DF s emanation	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Mam	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text el [max 10d6]; see text None N/A of a bulutte. Will negates	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snc 10 ft. Target: 10-ftradius Personal	Comp. V,S creatures wi V,S ow up to 20 V,S,DF s emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes yes , centered on you	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the o	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lone None N/A of a bulutte.	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.)	v,s Comp. V,S creatures wir V,S w up to 20 V,S,DF e emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to rang Name Name	DC 25 25 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text ld [max 10d6]; see text None None N/A of a bulutte. Will negates (harmless)	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lr than 30 ft. apart	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: U-ft. field hedges out living creatures. Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the of the Competition o	DC 25 er 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text el [max 10d6]; see text None N/A of a bulutte. Will negates	1 standard action Time 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D]	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal	v,s Comp. V,S creatures wir V,S w up to 20 V,S,DF e emanation V,S,M,DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Mam	DC 25 err 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text None None N/A of a bulutte. Will negates (harmless)	1 standard action Time 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lr than 30 ft. apart	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: U-ft. field hedges out living creatures. Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the of the Competition o	DC 25 err 2 leve	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text light [max 10d6]; see text None None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see Fortitude negates; see	1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal	Comp. V.S creatures wire V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,DF evel, no two	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203
Wall of Thorns Effect: Doubles range and grants +5 competence bonus to rang Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snell Effect: 10-ft. field hedges out living creatures. Maper of the Earth Hunter Effect: You assume the physical appearance and many of the good of the Series and Many of the good of t	DC 25 25 25 25 25 25 25 25 27 CGain 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text Fortitude negates; see text	1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: You 60 ft. Target: You 60 ft.	v,s creatures wi v,s ow up to 20 v,s,DF s emanation v,s,M,DF v,s,DF evel, no two v,s,M	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snow Effect: 10-1. field hedges out living creatures. Manimate Shell Effect: 10-1. field hedges out living creatures. Manimate Shell Effect: Tou assume the physical appearance and many of the or assume the physical appearance, Mass Effect: Manimate Shell Effect: Gain 45 bonus to Str. +2 Dex. +8 Con. +7 natural armoderation of the control of the Shell Effect: Gain 416 bonus to Str. +2 Dex. +8 Con. +7 natural armoderation of the Shell Blood Sirocco blows out from your location with the force	DC 25 25 25 25 25 25 25 27 25 27 25 27 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text Fortitude negates; see text	1 standard action 2 standard action 3 standard action 4 standard action 4 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: You 60 ft.	v,s re/level Comp. V,S creatures wir V,S ow up to 20 V,S,DF s emanation V,S,M,DF V,S,M,DF V,S,M V,S ad emanatic	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the opening of the physical appearance and many of the opening of the physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical physical physical appearance and many of the opening of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armophological physical	DC 25 25 25 25 25 25 c of a win	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Rone None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; ser text adstorm [DMG 95]; see	1 standard action 2 standard action 3 standard action 4 standard action 4 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted ocentered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.)	v,s creatures wi v,s w up to 20 v,s,DF s emanation v,s,M,DF v,s,M v,s d emanatic v,s,M/DF v,s,M/DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless)	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snell Effect: 10-ft. field hedges out living creatures. Mappert of the Earth Hunter Effect: 10-ft. field hedges out living creatures. Mappert of the Earth Hunter Effect: As bear's endurance, affects 1 subject/level. Mappert of the Werebear Effect: As ball's strength, Mass Effect: Blood sirocco blows out from your location with the force Mappert of the Strength, Mass Effect: Blood sirocco blows out from your location with the force Mappert of the Strength, Mass Effect: Blood sirocco blows out from your location with the force	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text lel [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) fortitude negates; see text Will negates (harmless)	1 standard action 2 standard action 1 standard action 2 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lr than 30 ft. apart	Comp. V.S re/level Comp. V.S creatures wi V.S ow up to 20 V.S, DF s emanation V.S,M,DF V.S, M,DF V.S, M V,S,M V,S,M V,S,M/DF V,S	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Shell Effect: 10-ft. field hedges out living creatures. Mappet of the Earth Hunter Effect: You assume the physical appearance and many of the orange of the Series of th	DC 25 25 25 25 25 25 c of a win	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text all [max 10d6]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text text hodstorm [DMG 95]; see Will negates Will negates	1 standard action 2 standard action 1 standard action 2 standard action 2 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lether on the content on the conte	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Snow Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: 10-t. field hedges out living creatures. Manimate Shell Effect: Soin Aspect of the Earth Hunter Effect: You assume the physical appearance and many of the companient of the work of the Werebear Effect: Mass endurance, affects 1 subject/level. Mass Effect: Blood sirocco blows out from your location with the force of the work of the	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text In [max 10d6]; see text None N/A Of a bulutte. Will negates (harmless) N/A Claws and bite attack; see text Addition [DMG 95]; see Will negates (harmless) Will negates Will negates Will negates Will negates	1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Lose (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Mame Manger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Manimate Snow Effect: Create animated objects of snow; see text. Manimate Shell Effect: 10-ft. field hedges out living creatures. Mappet of the Earth Hunter Effect: You assume the physical appearance and many of the orange of the Series of th	DC 25 25 25 25 25 26 27 27 28 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text In [max 10d6]; see text None N/A Of a bulutte. Will negates (harmless) N/A Claws and bite attack; see text Addition [DMG 95]; see Will negates (harmless) Will negates Will negates Will negates Will negates	1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 round/level 1 minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s,m,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF v,s,M,DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Shell Effect: 10-ft. field hedges out living creatures. Bear's endurance, affects 1 subject/level. Bear's endurance, affects 1 subject/level. Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Blood sirocco blows out from your location with the force Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall Effect: Cometfall	ped attar DC 25 25 25 25 25 26 or Gain 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) Will negates (harmless) Will negates (harmless) Reflex half	1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level I minute/level	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s, DF v,s, M,DF v,s, M/DF	Yes [harmless] Spell Resistance Yes tthin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the search of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force of the strength, affects one subject/level. Bull's Strength, Mass Effect: As bulls strength, affects one subject/level. Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls	DC 25 25 25 25 26 27 26 or a win 25 25 26 27 27 28 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Rone Rone Rone Rone Rone Rone Rone Rone	1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lt than 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Medium (250 ft.) Target: 400-pound l	v,s, DF evel, no two v,s,M/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more Yes of which can be more No and ice	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] st Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Conjuration (Creation) Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.207 SC: Pg.50
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Animate Snow Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the sear's endurance, affects 1 subject/level. Bear's Endurance, affects 1 subject/level. Blood sirocco blows out from your location with the force of the sear's grace, affects one subject / level. Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Cometfall Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to a come of the sear of the sear's grace of the subject/level. Cometfall Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to a come of the sear's grace of the s	ped attar DC 25 25 25 25 25 26 or Gain 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text will negates (harmless) Will negates (harmless) Will negates (harmless) Reflex half	1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 400-pound ft. Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the search of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force of the strength, affects one subject/level. Bull's Strength, Mass Effect: As bulls strength, affects one subject/level. Cat's Grace, Mass Effect: As cat's grace, affects 1 subject/level. Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls to the ground dealing 1d6/level [max 15d6] to Comet falls	pc 25 25 25 25 25 26 of a win 25 25 26 o everyty 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text let [max 1046]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text whild for the see text long tex	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: 1 creature/lithan 30 ft. apart Personal Target: Cone-shape on a point in space Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 400-pound ft. Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes on centered on you or Yes (harmless) of which can be more No and ice Yes (harmless) or Yes Yes (harmless) or Yes	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.207 SC: Pg.50
Wall of Thorns Effect: Thorns damage anyone who tries to pass.	pc 25 25 25 25 25 26 of a win 25 25 26 o everyty 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text let [max 1046]; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; see text whild for the see text long tex	action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level I minute/level I minute/level heir Reflex are prone; see text	Target: Wall of thor cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 400-pound l Close (60 ft.) Target: 400-pound l Close (60 ft.)	v,s,m/DF	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes (harmless) of which can be more Yes of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing)	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208 SC: Pg.50 PHB: pg.216
Wall of Thorns Effect: Thorns damage anyone who tries to pass. Wind Tunnel Effect: Doubles range and grants +5 competence bonus to range Name Anger of the Noonday Sun Effect: Causes blindness to all within range, undead take 1d6/p Animate Snow Effect: Create animated objects of snow; see text. Antilife Shell Effect: 10-ft. field hedges out living creatures. Bear's Endurance, Mass Effect: You assume the physical appearance and many of the operation of the start of the Werebear Effect: Gain +16 bonus to Str. +2 Dex. +8 Con. +7 natural armo Blood Sirocco Effect: Blood sirocco blows out from your location with the force of the start of the were bear of the start of the were bear of the start of the were bear of the w	ped attar DC 25 25 25 25 25 26 of a wir. 25 25 25 25 25 25 25 25 25 25	Fortitude negates [harmless] cks. Saving Throw Reflex negates; see text Reflex negates; see text None N/A of a bulutte. Will negates (harmless) N/A claws and bite attack; se text will negates (harmless)	action 1 standard action 2 standard action 1 standard action	1 round/level LEVEL 6 Duration Instantaneous 1 round/level 10 minutes/level [D] 10 minutes/level 1 minute/level 1 round/level 1 minute/level 1 minute/level 1 minute/level Instantaneous their Reflex are prone; see text Instantaneous	Target: Wall of thon cube/level [S] Close (60 ft.) Target: One creature Range 20 feet Target: All sighted of centered on you Medium (250 ft.) Target: Cube of snot 10 ft. Target: 10-ftradius Personal Target: You Close (60 ft.) Target: You 60 ft. Target: 1 creature/lithan 30 ft. apart Personal Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.) Target: 400-pound l Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Medium (250 ft.) Target: 1 creature/lithan 30 ft. apart Close (60 ft.)	v,s,m/DF v,s	Yes [harmless] Spell Resistance Yes thin a 20-ftradius burs No ft on a side Yes , centered on you N/A Yes of which can be more N/A Yes of which can be more No and ice Yes (harmless) or Yes see text of which can be more	Caster Level: 15 Evocation Caster Level: 15 School Evocation [Light] St Caster Level: 15 Transmutation [Cold] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Caster Level: 15 Conjuration (Caster Level: 15 Conjuration (Caster Level: 15 S; Conjuration (Healing) Caster Level: 15	Source SC: Pg.11 SC: Pg.12 PHB: pg.199 SC: Pg.16 PHB: pg.203 SC: Pg.28 SC: Pg.33 PHB: pg.207 PHB: pg.208 SC: Pg.50 PHB: pg.216
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				Druid Spells				
Drown Effect:	25	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.) V,S Target: One living creature	Yes	Conjuration (Creation) [Water] Caster Level: 15	SC: Pg.74
Subject immediately falls unconcious, drops to 0 HP, nex	t round	-1 HP and is dying. None	1 standard action	24 hours	Touch V,S	Yes [harmless]	Abjuration	SC: Pg.80
Effect: Become immune to one energy type.					Target: Creature touched		Caster Level: 15	
Effect:	25	Reflex negates	1 standard action	1 round/level [D]		Yes round one Large or smaller	Evocation [Force] Caster Level: 15	SC: Pg.83
Cocoon holds creature unless it breaks free; see text.	25	Fortitude half	1 standard action	Instantaneous	Close (60 ft.) V,S	Yes	Transmutation [Water]	SC: Pg.86
Effect: Creature takes 1d6/caster level [max 20d6], if slain you g					Target: One living creature		Caster Level: 15	
Find the Path	25	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch V,S,F Target: You or creature to	· · · · ·	Divination Caster Level: 15	PHB: pg.230
Shows most direct way to a location. Graph Fire Seeds Effect:	25	None or Reflex half; see text	1 standard action	10 minutes/level or until used	Touch V,S,N Target: Up to four touched		Conjuration (Creation) [Fire] Caster Level: 15	PHB: pg.230
Acorns and berries become grenades and bombs.	25	See text	1 standard action	1 round/level	touched holly berries Touch V,S,E	OF Yes [harmless]; see text	Evocation [Fire]	SC: Pg.94
Effect: Deal an extra 1 pt/caster level [max 15 pts] of fire damage	e to any	you attack or attack yo	u.		Target: Creature touched		Caster Level: 15	
Effect:	25	Reflex partial; see text		1 round/2 levels	Medium (250 ft.) V,S,E Target: Ray	PF Yes	Conjuration (Creation) [Cold] Caster Level: 15	SC: Pg.99
Ranged touch attack deals 2d6 cold damage; see text Hide the Path		None	10 minutes	24 hours [D]	Anywhere in the V,S,F area to be warded		Abjuration	SC: Pg.114
Effect: Protects area against divinations; see text Hungry Gizzard	25	Reflex negates		1 round/level [D]	Target: Up to 200 sq.ft./le Medium (250 ft.) V,S,N		Caster Level: 15 Conjuration	SC: Pg.117
Effect: Creature gets trapped inside a gizzard that does 2d8+8 c	rushing	ı, 1d8 acid	action		Target: One medium or sr	naller creature	(Creation) Caster Level: 15	
lce Flowers Effect:	25	Reflex half	action	Instantaneous	Long (1000 ft.) V,S Target: 20-ftradius burst	No	Transmutation [Cold] Caster Level: 15	SC: Pg.119
Creates dense rumble and causes 1d6/caster level [max	15d6].	No affect in desert or so None	1 minute/lb.	1 day/level [D]	0 ft. V,S,N	1 No	Transmutation	PHB: pg.246
Effect: Magic wood is strong as steel.			created		•	ct weighing up to 5 lbs/level		
Effect: Oak becomes treant guardian.		None	10 minutes	1 day/level [D]	Touch V,S Target: Tree touched	No	Transmutation Caster Level: 15	PHB: pg.248
□□□□ Miasma	25	Fortitude negates; see text	1 standard action	3 rounds/level	Close (60 ft.) V,S,E		Evocation	SC: Pg.141
Effect: Gas cloud suffocates target.					Target: One living creature		Caster Level: 15	
Effect: Digs trenches and build hills.		None	See text	Instantaneous	Long (1000 ft.) V,S,N Target: Dirt in an area up 10 ft. deep [S]	No to 750 ft. square and up to	Transmutation [Earth] Caster Level: 15	PHB: pg.257
Owl's Wisdom, Mass	25	Will negates (harmless)	1 standard action	1 minute/level		M/DF Yes	Transmutation	PHB: pg.259
Effect: As owl's wisdom, affects one subject/ level.		(Target: 1 creature/level, n than 30 ft. apart	o two of which can be more	Caster Level: 15	
Phantasmal Disorientation	25	Will negates; see text	1 standard action	1 minute/level [D]	Medium (250 ft.) V,S Target: One living creature	Yes	Illusion (Phantasm) [Mind-Affecting] Caster Level: 15	SC: Pg.155
Need to make a Will save to discern true landarks; see te	xt	None	1 standard	1 minute/level [D]	60 ft. V,S	No	Transmutation	PHB: pg.271
Effect: Pushes away wooden objects.			action		Target: 60 ft. line-shaped		Caster Level: 15	
Resistance, Superior	25	Will negates [harmless]	1 standard action	24 hours	Touch V,S,N Target: Creature touched	M/DF Yes [harmless]	Abjuration Caster Level: 15	SC: Pg.174
As resistance, except you grant the subject +6 resistance Spellstaff	bonus 25		10 minutes	Permanent until discharged [D]	Touch V,S,F	Yes (object)	Transmutation	PHB: pg.283
Effect: Stores one spell in wooden quarterstaff.	25	See text	1 standard	24 hours/level	Target: Wooden quarterst Medium (250 ft.) V,S	aff touched Yes [object]	Caster Level: 15 Conjuration	SC: Pq.209
Effect: Conjures stony arms that grapple anything that comes wi			action		Target: One 10-ft. square		(Creation) [Earth] Caster Level: 15	
Stone Tell Effect: Talk to natural or worked stone.		None	10 minutes	1 minute/level	Personal V,S, I Target: You	DF No	Divination Caster Level: 15	PHB: pg.284
Summon Greater Elemental		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.) V,S,D		Conjuration (Summoning) [see text]	SC: Pg.214
Effect: Summons a greater elemental [MM 96-100]; see text					Target: One summoned e		Caster Level: 15	
Summon Nature's Ally VI		None	1 round	1 round/level [D]		OF No cures, no two of which can b	Conjuration (Summoning) e Caster Level: 15	PHB: pg.289
Calls creature to fight. Tidal Surge	25	Reflex half	1 standard action	Instantaneous	more than 30 ft. apart Medium (250 ft.) V,S	Yes	Evocation [Water]	SC: Pg.220
Effect: Creates a huge wave of water; see text.					burst	I creatures in a 20-ftradius		
Tortoise Shell		None	action	10 minutes/level	Touch V,S,E Target: Living creature tou		Transmutation Caster Level: 15	SC: Pg.221
Grants +6 enhancement bonus to subject's existing natural Transport via Plants Effect:		or bonus, plus 1 per three None	e caster leve 1 standard action		Unlimited V,S Target: You and touched	No objects or other touched	Conjuration (Teleportation) Caster Level: 15	PHB: pg.295
Move instantly from one plant to another of the same kind	i. 25	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	willing creatures 20 ft. V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fas	t healin 25		of the spell	at 3 hp automatically healed per round. Instantaneous	more than 30 ft. apart	vels, no two of which can be	Caster Level: 15 Conjuration	PHB: pg.299
Effect: Creates a stone wall that can be shaped.			action		Target: Stone wall whose square/level [S]	area is up to one 5-ft.	(Creation) [Earth] Caster Level: 15	
				* =Domain/Speciality Spell				

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 7

				LEVEL 7					
Name	DC		Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Plants		None	1 standard action	1 round/level or hours; see text	Close (60 ft.) Target: One/per 3 l	V levels Large	No	Transmutation Caster Level: 15	PHB: pg.199
One or more plants animate and fight for you.					within range; see to		plants of all plants	Caster Level. 13	
□□□□□ Aura of Vitality Effect:	26	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless] no two of which can be	Transmutation	SC: Pg.18
+4 morale bonus to Str, Dex and Con.					more than 30 ft. ap		no two of which can be	Caster Lever: 15	
□□□□ Brilliant Blade	26	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]		SC: Pg.40
ffect: Transform weapons into brilliant energy.					Target: One melee projectiles	or thrown w	reapon, or fifty	Caster Level: 15	
Changestaff		None	1 round	1 hour/level [D]	Touch Target: Your touche	V,S,F	No	Transmutation Caster Level: 15	PHB: pg.208
Your staff becomes a treant on command.					rarget. Tour touch	eu siaii		Caster Level. 15	
Cloud-walkers	26	Reflex negates [harmless]	1 standard action	10 minutes/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.49
ffect: Imbues each subject with fly speed of 60 [perfect] but on	ly outdo	oors.			Target: One creatu	re/level		Caster Level: 15	
Control Weather		None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
Effect: Changes weather in local area.			SEE IEXI		Target: 2-mile-radiu	us circle, ce	ntered on you; see text	Caster Level: 15	
Creeping Doom		None	1 round	1 minute/level	Close (60 ft.)	V,S	No	Conjuration	PHB: pg.215
ffect: Swarms of centipedes attack at your command.					Target: one swarm	of centiped	es/2 levels	(Summoning) Caster Level: 15	
Cure Moderate Wounds, Mass	26	Will half (harmless) or		Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes		PHB: pg.216
ffect:	e	Will half; see text	action		Target: 1 creature/l than 30 ft. apart	level, no two	see text of which can be more	(Healing) Caster Level: 15	
Cures 2d8 +1/level [max +30] damage for many creature	s. 26	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
ffect: Deals 1d6/level [max 20d6] fire damage.					Target: 2 10-ft. cub			Caster Level: 15	. V
I Heal	26	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
ffect: Cures 10 points of damage/level [max 150], all diseases	and me	ental conditions.			Target: Creature to	uched		Caster Level: 15	
ù□□□ Master Earth	26	N/A	1 standard action	Instantaneous	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
ffect: Travel instantly through the earth to the exact location yo	u choo	se.			Target: You			Caster Level: 15	
Crying, Greater	26	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
iffect: As scrying, but faster and longer.					Target: Magical ser	11801		Caster Level: 15	
□□□□□ Shifting Paths	26	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (250 ft.)	V,S	Yes	Illusion (Glamer)	SC: Pg.188
ffect:		,			Target: 1-mile radiu	us + 1 mile/l	evel	Caster Level: 15	
Creates an illusionary path and hides a path chosen by y	ou; see	text. Reflex negates	1 standard	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration	SC: Pg.192
ffect:			action		Target: 15 ftradius	s spread		(Summoning) Caster Level: 15	
Green slime covers everything in area, dealing damage t	o every 26	thing; see text. See text	1 round	4 rounds	Long (1000 ft.)	V,S	Yes	Conjuration	SC: Pg.209
•								(Summoning)	
ffect: See text.					ground	s storm clou	d, 200 feet above the	Caster Level: 15	
□□□□□ Storm Tower	26	Fortitude negates; see text	1 round	1 round/level [D]	Long (1000 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
ffect: Absorbs any electricity damage and magic missiles; see	text.				Target: Cylinder 10		ftradius	Caster Level: 15	
□□□□□ Summon Nature's Ally VII		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
ffect: Calls creature to fight.					Target: One or mor		, no two of which can be		
Can distance to high.	26			1 round/level or until all beams are	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: pg.289
iffect: Up to 5 beams blind and deal 4d6 damage; undead take	1d6/lev	Reflex half; see text vel [max 20d6] damage.	action	exhausted	Target: Line from y	our hand		Caster Level: 15	
Swamp Lung	26	Fortitude negates		Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration	SC: Pg.216
ffect: Causes stagnant swamp water to fill the subject's lungs;	see tev	t.	action		Target: One living of	creature with	a respiratory system	(Creation) Caster Level: 15	
Transmute Metal to Wood	CCC ICX	None	1 standard action	Instantaneous	Long (1000 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: pg.294
Effect: Metal within 40 ft. becomes wood.					Target: All metal ob	ojects within	a 40-ftradius burst	Caster Level: 15	
True Seeing	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
Effect:		,			Target: Creature to	uched		Caster Level: 15	
Lets you see all things as they really are. DUDUU Waterspout	26	Reflex negates	1 round	1 round/level	Long (1000 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.236
Effect: Create waterspout; see text					Target: Cylinder [5-	-ft. radius, 8	0 ft. high]	Caster Level: 15	
Wind Walk	26	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Ai	r]PHB: pg.302
Effect: You and your allies turn vaporous and travel fast.		(namiess)	acuufi		Target: You and Or	ne touched		Caster Level: 15	
□□□□□ Word of Balance	26	None or Will negates;		Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: Pg.242
Effect: Speaks a word that affects creatures; see text.		see text	action		Target: Creatures in	n a 30-ftra	dies spread centered or	n Caster Level: 15	
				LEVEL 8	,				
Nome	D0	Soving The	Time		Pana-	Ca	Cooli Desiste	Cohos!	Source
Name	DC 27	Saving Throw None; see text	Time 1 standard	Duration 1 hour/level [D]	Range Close (60 ft.)	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation	Source PHB: pg.198

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Shapes	27	None; see text	1 standard action	d 1 hour/level [D]	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.198
Effect: One ally/level polymorphs into chosen animal.					Target: Up to one wo	villing creatu	re/level, all within 30 ft	. Caster Level: 15	
□□□□□Awaken, Mass	27	See text	24 hours	Instantaneous	Medium (250 ft.)	V,S,DF,XF	Yes	Transmutation	SC: Pg.21
Effect: You awaken one or more trees or animals to humanlike	sentien	ce. All awakened creatu	res must be	e of the same type.	Target: One animal may be more than 3		evels, no two of which	Caster Level: 15	
□□□□ Bombardment	27	Reflex half; see text	1 standard action	d Instantaneous	Long (1000 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.37
Effect: Creatures take 1d8/caster level [max 20d8] and is burie	d under	5 ft of rubble; see text.			Target: Cylinder [15	5-ft. radius,	40 ft. high]	Caster Level: 15	
□□□□□ Brilliant Aura	27	Will negates [harmless]	1 standard action	d 1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
Effect: Functions as brilliant blade, except all subject creatures	weapor	ns gain brilliant energy s	pecial ability	y.	Target: Weapons c		e creature/2 levels, no ft. apart	Caster Level: 15	
				* =Domain/Speciality Spell					

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

^{* =}Domain/Speciality Spell

Desire'



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

Description:Lv 10 Druid

HP:1d8+1

Skills:+9

Spell Points:2d6+6

Feat:+1

Biography:

Notes:
Character Sheet Notes: