

1d8+4

1d8+2

*: weapon is equipped

+4/+4

+8/+8

1H-0

2H

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

1d8+2

1d8+5

2W-P-(OL)

2W-OH

+4/+4

-2

ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE

*Faerie Garb +3 Light +4 +8 +0 0

	EQUI	PMENT			
	ITEM	LOCATION	QTY	WT	COST
Claw		Carried	1	0.0	0.0
Faerie Garb +	3	Equipped	1	0.5	9151.0
Longsword +1	1	Equipped	1	4.0	2315.0
Sentient Rod	of Any Weapon	Equipped	1	0.0	0.0
Special Backp	pack of Holding	Equipped	1	0.0	0.0
Special Boots		Equipped	1	0.0	0.0
	TOTAL WEIGHT CARRI	ED/VALUE		4.5 lbs	. 11466.0
					gp

	,	WEIGHT ALLO	WANC	E	
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS

Any Weapon Rod

[Is This It]

Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.

Natural Weapon (Claw)

[Is This It]

You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportinity. The damage of this attack is the base creature's normal unarmed combat damage.

Warcraft +6 BAB [Eclipse, p.10]

SPECIAL QUALITIES

Weapon Prof ~ All Simple and Martial Weapons

[Eclipse, p.49]

Grants Proficiency with all simple and martial weapons.

FEATS

Feat Conversion to CP ~ 6 (4x)

[Eclipse, p.9]

Covert regular feat to six Character Points

Dragonblood

[ds, web]

Sorcerer is a favored class for you. This is in addition to your favored class based on race.

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Draconic, Druidic, Elven

TEMPLATES

Recurring Bonuses

Duties

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Fast Learner [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

Eclipse Abilities

Base Caster Level ~ Specialized ~ Druid

[Eclipse, p.11]

[Eclipse, p.17]

Companion

[Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

Template

[Eclipse, p.27]

(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.

[Eclipse, p.27]

(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.

Might

[Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect

Corrupted for Decreased Cost (Companion,

[Eclipse, p.22]

Companion ~ Great Form, Companion ~ Might, Companion ~ Template)

Deep Sleep

[Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

Improved Initiave (6x)

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. [Eclipse, p.27]

Animal Companion

You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.

+4 racial bonus on saves against sleep and paralysis

[Is This It, p.]

Mental Link

[Is This It]

You are automatically in Mental Contact with your companions

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

LEVEL 0

Name Create Water	DC	Saving Throw None	Time 1 standard action	Duration d Instantaneous	Range Close (40 ft.)	Comp. V,S	Spell Resistance No	School Conjuration (Creation) [Water]	Source PHB: p.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gall			Caster Level: 7	
Cure Minor Wounds Effect: Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	d Instantaneous	Touch Target: Creature to	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 7	PHB: p.216
Dawn	16	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
Effect: Awakens sleeping creatures and those knocked out from	nonleth		ed].		Target: All creature: centered on you	s within a 1	5-ftradius burst	Caster Level: 7	
Detect Magic		None		d Concentration, up to 1 minutes/level [D]		V,S	No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape	ed emanation	on	Caster Level: 7	
Detect Poison		None	1 standard action	d Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					Target: One creatur			Caster Level: 7	
□□□□□ Flare	16	Fortitude negates	1 standard action	d Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].	40	APH	4 - 1 - 1 - 1	LA objective of Parkeys I	Target: Burst of ligh		V.	Caster Level: 7	DUD
Guidance	16	Will negates (harmless)	1 standard action	d 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
Effect: +1 on one attack roll, saving throw, or skill check.		None	1	d Instantaneous	Target: Creature to	v.S	No	Caster Level: 7 Divination	DI ID 240
Effect:		None	action	ı instantaneous		v,5	NO	Caster Level: 7	PHB: p.246
You discern north.		None	1 standard	d 10 minutes/level [D]	Target: You Touch	V, M/DF	No	Evocation [Light]	PHR: n 248
Effect:			action	2 TO MINICONOTOL [D]	Target: Object touch			Caster Level: 7	. т.р. р.сто
Object shines like a torch. Mending	16	Will negates	1 standard	d Instantaneous	10 ft.	V,S	Yes (harmless, object)		PHB: p.253
Effect:	·	(harmless, object)	action		Target: One object			Caster Level: 7	-: p:=xx
Makes minor repairs on an object. Naturewatch		None	1 standard	d 10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
Effect:			action		Target: Cone-shape	ed emanatio	on	Caster Level: 7	
Same as deathwatch but only functions on plants and ar Purify Food and Drink	nimals; s 16	ee text. Will negates (object)		d Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			action		Target: 1 cu. ft./leve	el. of contar	ninated food and water	Caster Level: 7	
Purifies 1 cu. ft./level of food or water.		None		d 10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
Effect:			action		Target: You			Caster Level: 7	
Read scrolls and spellbooks. Resistance	16	Will negates	1 standard	d 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.		(harmless)	action		Target: Creature to	uched		Caster Level: 7	
Unique Virtue	16	Fortitude negates (harmless)	1 standard	d 1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.		(namess)	dollori		Target: Creature to	uched		Caster Level: 7	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
Effect: Create a small fire elemental.		N	4 1	0	Target: One Small f		N	Caster Level: 7	20 . 10
Animate Water Effect: Create a small water elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.) Target: Cube of war	V,S,M ter up to 5 f	No t on a side	Transmutation [Water] Caster Level: 7	SC: p.13
□□□□□ Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
Effect: Animates a wooden object to attack who you designate.					Target: One Small of		•	Caster Level: 7	••
Aspect of the Wolf	17	N/A	1 standard action	d 10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
Effect: You assume the physical appearance and many of the q			1 010 = -1=	d 1 round/lovel	Target: You	Ve	N/A	Caster Level: 7	CC: n 10
Aura Against Flame	17	N/A	1 standard action	d 1 round/level	Personal Target: You	V,S	N/A	Abjuration Caster Level: 7	SC: p.18
Protects against first 10 points of fire damage, it also ext	inguishe	es flames; see text. Fortitude negates	1 standard	d 1 minute/level	Target: You Touch	V S M/DE	Yes [harmless]	Transmutation	SC: p.22
Babau Slime	17	[harmless]	action	- militate/ievei	Target: Creature to		res (namiess)	Caster Level: 7	ου. p.22
Layer of slime coats you, inflicting 1d8 damage to any cr	eature h	nitting you with unarmed		ouch attack or natural weapon.	Personal	V,S,M	N/A	Transmutation	SC: p.25
Effect:		***	Action		Target: You	., ., ., .,		Caster Level: 7	p-=-4
Change your hands into claws. Damage 1d4; Threat randal Beastland Ferocity	ge 19-20 17	Fortitude negates	1 standard	d 1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.25
Effect:		[harmless]	action		Target: Creature to			[Electricity] Caster Level: 7	
Subject continues to fight even at -1 to -9 and gains +4 e	enhance	ment to Str. None		d Instantaneous	Touch	V,S,M,XP	No	Conjuration	SC: p.26
Effect:			action		Target: Tiny Constr	uct		(Creation) Caster Level: 7	
Creates a natural homunculus. Branch to Branch	17	N/A		d 1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
Effect:		an allerna for the state	action		Target: You			Caster Level: 7	
Gain +10 competence bonus on Climb checks made in to	rees, als	so allows for brachiation None	1 standard	d 1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: p.39
Effect: DC of saves vs. poison or disease increases by 2			action		Target: Mist spread	s in a 40-ft.	radius, 20 ft. high	Caster Level: 7	
Do or saves vs. poison or disease increases by 2				* =Domain/Speciality Spell					

				Druid Spells					
□□□□□ Buoyant Lifting		None	1 immediate	I minute/level [D]; see text	Close (40 ft.)	S,DF	No	Evocation	SC: p.40
Em			action		T		al and a set 12st and	0	
Effect: Travel to the surface at 60 ft/round.					more than 20 ft. apa	art	rel, no two of which are		
Calm Animals	17	Will negates; see text	1 standard 1 action	I minute/level	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Animals with	nin 30 ft. of	each other	[Mind-Affecting] Caster Level: 7	
Calms 2d4 + 1/level HD of animals.	17	N/A	1 standard 1	10 minutes/level		V,S	N/A	Transmutation	SC: p.43
Camouflage	17	N/A	action	TO ITIIIIULES/IEVEI		۷,3	N/A		3C. p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 7	
Charm Animal	17	Will negates	1 standard 1 action	I hour/level	Close (40 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.208
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 7	
Makes one animal your friend.	4-7	NI/A	4 . ()] .	10 1		\\ C	N/A		00 . 47
Claws of the Bear	17	N/A	1 standard 1 action	i rouna/ievei		V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with ea	ach atta	ack.			Target: You			Caster Level: 7	
Claws of the Beast		None	1 standard 7 action	7 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
Effect: Your fingers sprout claws. Considered armed and do 1d8 v	with on	uch attack			Target: YOU			Caster Level: 7	
Climb Walls	17	Will negates		I minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:		[harmless]	action		Target: Creature tou	uched		Caster Level: 7	
Gain +10 enhancement bonus on climb check. Bonus incre	eases 1	to +20 @5th level and + None		el. I 0 minutes/level [D]	Long (680 ft.)	V,S	No	Evocation (Water)	SC: p.49
Effect:					Target: 100-ftradiu			Caster Level: 7	
Heavy rain reduces visibility4 Spot & Search.	17	No [fire] or Fortitude	1 standard 1	I minute/level [fire source] or	Close (40 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: p.50
Effect:		half		nstantaneous [creature]	Target: One fire sou			[Cold] Caster Level: 7	
Flames deal cold damage; see text		Nana	4	I min to flored	creature; see text		•		20: - 52
Crabwalk		None	1 standard 1 action	I minute/level		V,S,M	No	Transmutation [Cold]	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no	penalt	ty to AC. Only affects fire	st attack.		Target: Creature tou	uched		Caster Level: 7	
Cure Light Wounds				nstantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect:		SCC TOXE	dollori		Target: Creature tou	uched	toxt	Caster Level: 7	
Cures 1d8 +1/level [max +5] damage.	17	N/A		I round/level	Personal	V	N/A	Conjuration	SC: p.61
			immediate action					(Creation) [Air]	
Effect: Your lungs are constantly filled with air for the duration of t	he spe	ell.			Target: You			Caster Level: 7	
Delay Disease	17	Will negates [harmless]	1 standard 2	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect:		[riairiiless]	action		Target: Creature tou	uched		Caster Level: 7	
Halts any nonmagical disease for the duration of the spell. Detect Animals or Plants		None	1 standard (Concentration, up to 10 minutes/level [D)]Long (680 ft.)	V,S	No	Divination	PHB: p.218
Effect:			action		T		ın	Caster Level: 7	
						ed emanatic			
Detects kinds of animals or plants.		None	1 standard (Concentration, up to 10 minutes/level ID	Target: Cone-shape				DHR: n 220
Detect Snares and Pits		None	1 standard (Concentration, up to 10 minutes/level [D	0]60 ft.	V,S	No	Divination	PHB: p.220
· · · · · · · · · · · · · · · · · · ·			action			V,S	No n		
Detect Snares and Pits	17	None Will negates (harmless)			0]60 ft. Target: Cone-shape	V,S	No	Divination	PHB: p.220 PHB: p.226
Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Effect: Effect:	17	Will negates	action 1 standard 2		0]60 ft. Target: Cone-shape	V,S ed emanatio	No n	Divination Caster Level: 7	
Detect Snares and Pits Effect: Reveals natural or primitive traps. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17	Will negates	1 standard 2 action		70]60 ft. Target: Cone-shape Touch Target: Creature tou	V,S ed emanatio	No n	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment	
Effect: Reveals natural or primitive traps. Defect: Reveals natural or primitive traps. Defect: Effect: Exist comfortably in hot or cold environments. Defect: Exist comfortably in hot or cold environments.	17	Will negates (harmless)	action 1 standard 2 action	24 hours	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.)	V,S ed emanation V,S uched	No in Yes (harmless)	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Effect: Exist comfortably in hot or cold environments.	Ity to A	Will negates (harmless) None C to affected animal.	1 standard 2 action 1 standard 0 action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal	V,S ed emanatic V,S uched V,S	No in Yes (harmless)	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion)	PHB: p.226
Detect Snares and Pits Effect: Reveals natural or primitive traps. Defect: Description Endure Elements Effect: Exist comfortably in hot or cold environments. Defect: Description Enrage Animal Effect:	Ity to A	Will negates (harmless)	1 standard 2 action 1 standard 0 action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal	V,S ed emanatic V,S uched V,S	No in Yes (harmless)	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Circle Crants +4 morale bonus to Str, Con, Will Saves & -2 pena	lty to A	Will negates (harmless) None C to affected animal.	1 standard 2 action 1 standard 0 action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal	V,S ed emanation V,S uched V,S V,S, DF	No n Yes (harmless) Yes	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	PHB: p.226 SC: p.81
Effect: Reveals natural or primitive traps. Compared to the co	lty to A	Will negates (harmless) None C to affected animal.	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4	V,S ed emanation V,S uched V,S V,S, DF	No Yes (harmless) Yes No spread	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Company of the compan	lty to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text	1 standard 2 action 1 standard 0 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures ai	V,S bed emanation V,S buched V,S buched V,S buched V,S, DF to-ftradius V,S, DF	No Yes (harmless) Yes No spread Yes	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227
Circle Caracter Shares and Pits Cifect: Reveals natural or primitive traps. Cifect: Reveals natural or primitive traps. Cifect: Exist comfortably in hot or cold environments. Cifect: Cif	lty to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text	1 standard 2 action 1 standard 2 action 1 standard 1 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures at burst	V,S bed emanation V,S buched V,S buched V,S buched V,S, DF to-ftradius V,S, DF	No Yes (harmless) Yes No spread Yes	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Circle Courses and Pits Effect: Reveals natural or primitive traps. Circle Evist comfortably in hot or cold environments. Circle Evist Con, Will Saves & -2 penal Circle Effect: Plants entangle everyone in 40-ftradius circle. Circle Effect: Outlines subjects with light, canceling blur, concealment, a	lty to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None	action 1 standard 2 action 1 standard 0 action 1 standard 1 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D]	Target: Cone-shape Touch Target: Creature tot. Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures at burst Close (40 ft.)	V,S uched V,S uched V,S Uched V,S Uched V,S DF Uchtradius V,S, DF uch dobjects V,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a	Ity to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard 2 action 1 standard 0 action 1 standard 1 action 1 standard 1 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatures and of the shape of the sha	V,S ad emanation V,S auched V,S auched V,S V,S, DF to-ft,-radius V,S, DF and 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to	Ity to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard 2 action 1 standard 0 action 1 standard 1 action 1 standard 1 action 1 standard 1	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures as burst Close (40 ft.) Target: One creature than 30 ft. apart Touch	V,S ad emanation V,S uched V,S uched V,S V,S, DF to-ftradius V,S, DF and objects v,M e/level, no to 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a	Ity to A 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard 2 action 1 standard 3 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatures and of the shape of the sha	V,S ad emanation V,S uched V,S uched V,S V,S, DF to-ftradius V,S, DF and objects v,M e/level, no to 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Effect: Outlines subjects with light, canceling blur, concealment, a light of the circle. Effect: Outlines subjects don't move they gain +2 AC and +4 to light of the circle. Effect: As long as subjects don't move they gain +2 AC and +4 to light of the circle. Effect: As long as subjects don't move they gain +2 AC and +4 to light of the circle. Effect: Subjects don't move they gain +2 AC and +4 to light of the circle. Effect: Subjects don't move they gain +2 AC and +4 to light of the circle.	17 And the	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	V,S ad emanation V,S uched V,S uched V,S V,S, DF to-ftradius V,S, DF and objects v,M e/level, no to 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: 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 pena Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Goodberry Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 5 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	V,S ad emanatio V,S uched V,S V,S, DF 40-ftradius V,S, DF nd objects v V,M v,S, DF v,S, DF erries touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect: Outlines subjects with light, cancelling blur, concealment, a Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Concealment of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted to the move they gain +2 AC and +4 to Concealment of Stone Effect: As long as accepted	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 5 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You	V,S ad emanatio V,S uched V,S V,S, DF 40-ftradius V,S, DF nd objects v V,M v,S, DF v,S, DF erries touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Conjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Cutlines subjects with light, cancelling blur, concealment, a Effect: Outlines subjects with light, cancelling blur, concealment, a Cutlines subjects don't move they gain +2 AC and +4 to Cutlines subjects don't move they gain +2 AC and +4 to Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan cure 1 hp [max 8 hp/24 hours]. Cutlines acan	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 4 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: You Close (40 ft.)	V,S ad emanatio V,S uched V,S V,S,DF IO-ftradius V,S,DF ind objects v V,M e/level, no l V,S,DF erries touch V V,S	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Reveals natural or primitive traps. Cliffect: Reveals natural or primitive traps. Cliffect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Cliffect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Cliffect: Plants entangle everyone in 40-ftradius circle. Cliffect: Cuttines subjects with light, canceling blur, concealment, a concealmen	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	action 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 5 action 10 minutes 2	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: One creatures an burst Touch Target: 2d4 fresh be Target: 2d4 fresh be Target: One creatures an burst Target: One creatures a	V,S ad emanatio V,S uched V,S V,S,DF IO-ftradius V,S,DF ind objects v V,M e/level, no l V,S,DF erries touch V V,S	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing)	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a Goodberry Effect: As long as subjects don't move they gain +2 AC and +4 to Hand Goodberry Effect: Effect: Hand Goodberry Hand Goodberry Effect: Hand Goodberry Effect: Hand Goodberry Hand Goodberry Effect: Hand Goodberry Hand Goodberry Effect: Hand Goodberry Hand Goodberry Hand Goodberry Hand Goodberry Effect: Hand Goodberry	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like, None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 5 action 10 minutes 2	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (40 ft.) Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch	V,S ad emanatio V,S uched V,S V,S, DF V,S, DF t0-ftradius V,S DF to objects to V,M v,S, DF erries touch V V,S erlievel, no to part 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Caster Level: 7 Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Detect Snares and Pits Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Eitheot: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Outlines subjects with light, canceling blur, concealment, a continuous production of Stone Effect: Outlines subjects with light, canceling blur, concealment, a continuous production of Stone Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye Effect: Dinch Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Animals can't perceive 1 subject/level.	17 Str age	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A 1 Spot checks. Will negates [harmless] Will negates (harmless)	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 6 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I ominutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: 1 creature/le	V,S ad emanatio V,S uched V,S V,S,DF U-ftradius V,S,DF und objects v V,M e/level, no t V V,S E/level, no f part S,DF evel toucher	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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Estimate and primitive traps. Enrage Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, cancelling blur, concealment, a Cutlines subjects with light, cancelling blur, concealment, a Effect: Outlines subjects don't move they gain +2 AC and +4 to Cutlines as subjects as subjects don't move they gain +2 AC and +4 to Cutlines as subjects as subjects don't move they gain +2 AC and +4 to Cutlines as subjects a	17 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 6 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I ominutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (40 ft.) Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: You Target: You Close (40 ft.) Target: One creatur more than 30 feet ap Touch	V,S ad emanatio V,S uched V,S V,S,DF V,S,DF to-ftradius V,S,DF and objects to V,M e/level, no to V,S e/level, no to part S,DF evel toucher 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	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Detect Snares and Pits Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Eitheot: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Outlines subjects with light, canceling blur, concealment, a continuous production of Stone Effect: Outlines subjects with light, canceling blur, concealment, a continuous production of Stone Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye Effect: Dinch Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Animals can't perceive 1 subject/level.	17 17 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A NSpot checks. Will negates [harmless] Will negates (harmless)	action 1 standard 2 action 1 standard 3 action 1 standard 4 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I ominutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: 1 creature/le	V,S ad emanatio V,S uched V,S V,S,DF V,S,DF to-ftradius V,S,DF and objects to V,M e/level, no to V,S e/level, no to part S,DF evel toucher 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	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Cliffect: Reveals natural or primitive traps. Cliffect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Cliffect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Cliffect: Plants entangle everyone in 40-ftradius circle. Cliffect: Outlines subjects with light, canceling blur, concealment, a concealmen	17 17 17	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action 1 standard 5 action 1 standard 5 action 1 standard 6 action 1 standard 7 action 1 standard 7 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I ominutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (40 ft.) Target: You Close (40 ft.) Target: 1 creature than 30 ft. apart Touch Target: You Close (40 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S ad emanatio V,S uched V,S V,S,DF V,S,DF to-ftradius V,S,DF and objects to V,M e/level, no to V,S e/level, no to part S,DF evel toucher 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	Divination Caster Level: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, cancelling blur, concealment, a Cutlines subjects with light, cancelling blur, concealment, a Cutlines subjects with light, cancelling blur, concealment, a Cutlines subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines as subjects don't move they gain +2 AC and +4 to Cutlines subjects with light, cancelling blur, concealment, a Cutlines subjects with l	17 Str ag. 17 17 17 17 .	Will negates (harmless) None C 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 3 action 1 standard 4 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (40 ft.) Target: You Close (40 ft.) Target: 1 creature than 30 ft. apart Touch Target: You Close (40 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S ad emanatio V,S uched V,S V,S, DF V,S, DF H0-ftradius V,S, DF AV,S, D	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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Effect: As long as subjects don't move they gain +2 AC and +4 to Goodberry Effect: As long as subjects don't move they gain +2 AC and +4 to Hawkeye Effect: All Hawkeye Effect: Increases range increment by 50% and +5 competence be Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Animals can't perceive 1 subject/level. Jump Jump	17 Str ag. 17 17 17 17 .	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 5 action 1 standard 6 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature of the condition of the co	V,S ad emanatio V,S uched V,S V,S, DF V,S, DF H0-ftradius V,S, DF AV,S, D	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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Light] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ftradius circle. Flants entangle everyone in 40-ftradius circle. Flants entangle everyone in 40-ftradius circle. Flants entangle everyone in 40-ftradius circle. Gouldines subjects with light, canceling blur, concealment, a concealment, a concealment, a concealment, a concealment of Stone Effect: Outlines subjects don't move they gain +2 AC and +4 to concealment, a concealment of Stone Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye Effect: Increases range increment by 50% and +5 competence be concealment on the subject of Stone Effect: Doubles the natural healing rate. Hide from Animals Effect: Animals can't perceive 1 subject/level. Horrible Taste Effect: Subject gets bonus on Jump checks. Jump Effect: Subject gets bonus on Jump checks.	17 17 17 17	Will negates (harmless) None C 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 Will negates (harmless)	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 3 action 1 standard 4 action 1 standard 1 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D] I minutes/level [D] I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou. Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: 2d4 fresh be Personal Target: 2d4 fresh be Personal Target: You Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or Touch Target: Creature tou	V,S ad emanatio V,S uched V,S U,S, DF U-ftradius V,S, DF nd objects v V,M v/S, DF erries touch V V,S erlevel, no touched V,S,M object touched V,S,M object touched 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Light] Caster Level: 7 Transmutation Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
## Detect Snares and Pits ### Effect: Reveals natural or primitive traps. ### Effect: Exist comfortably in hot or cold environments. #### Enrage Animal #### Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena	17 17 17 17	Will negates (harmless) None C 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 Will negates (harmless)	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D] Instantaneous Dd10] negative energy.	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (40 ft.) Target: One creatur more than 30 feet al Touch Target: 1 creature/le Touch Target: Creature or Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S ad emanatio V,S uched V,S V,S,DF to-ftradius V,S,DF and objects to V,M e/level, no to V,S e/level, no to part S,DF evel toucher V,S,M uched 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Elect: Exist comfortably in hot or cold environments. Enange Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Entangle Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, cancelling blur, concealment, a concealment, a concealment, a concealment and co	17 17 17 17	Will negates (harmless) None C 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 Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D] I minutes/level [D] I minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (40 ft.) Target: You Close (40 ft.) Target: You Target: One creature than 30 feet al Touch Target: Creature for Touch Target: Creature for Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal	V,S ad emanatio V,S uched V,S U,S, DF U-ftradius V,S, DF nd objects v V,M v/S, DF erries touch V V,S erlevel, no touched V,S,M object touched V,S,M object touched 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Evocation [Light] Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
## Detect Snares and Pits ### Effect: Reveals natural or primitive traps. ### Effect: Exist comfortably in hot or cold environments. #### Enrage Animal #### Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena	17 17 17 17	Will negates (harmless) None C 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 Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 1 action	24 hours Concentration +1 round/level I minute/level [D] I minute/level [D] I round/level I day/level I minutes/level [D] 24 hours I minutes/level [D] Instantaneous Dd10] negative energy.	Target: Cone-shape Touch Target: Creature tou Medium (170 ft.) Target: One animal Long (680 ft.) Target: Plants in a 4 Long (680 ft.) Target: Creatures an burst Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (40 ft.) Target: One creatur more than 30 feet al Touch Target: 1 creature/le Touch Target: Creature or Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S ad emanatio V,S uched V,S V,S,DF to-ftradius V,S,DF and objects to V,M e/level, no to V,S e/level, no to part S,DF evel toucher V,S,M uched 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: 7 Abjuration Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Earth] Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127

				Druid Spells					
Low-light Vision	17	Will negates [harmless]	1 standard	1 hour/level	Touch V,N	М	Yes [harmless]	Transmutation	SC: p.134
Effect: Target gains low-light vision.		[namicoo]	dollori		Target: Creature touche	ed		Caster Level: 7	
Magic Fang	17	Will negates		1 minute/level	Touch V,S	S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	action		Target: Living creature	touched		Caster Level: 7	
One natural weapon of subject creature gets +1 on attack Magic Stone	and da	amage rolls. Will negates	1 standard	30 minutes or until discharged	Touch V,S	S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(harmless, object)	action		Target: Up to three peb	bles tou	ched	Caster Level: 7	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None	1 standard	1 minute/level	20 ft. V,\$			Conjuration	PHB: p.258
Obscuring Mist		None	action	Timide/icvoi				(Creation)	1 11b. p.200
Effect: Fog surrounds you.					Target: Cloud spreads i		•	Caster Level: 7	
Omen of Peril Effect:	17	N/A	1 round	Instantaneous	Personal V,F Target: You	F	N/A	Divination Caster Level: 7	SC: p.149
Brief supplication gives you a vision that hints at how dang	gerous 17			see text. 1 hour/level [D]	-	S, DF	Yes (harmless)	Transmutation	PHB: p.259
Pass without Trace	17	(harmless)	action	i nourrever [D]					FПВ. p.209
Effect: 1 subject/level leaves no tracks.					Target: 1 creature/level			Caster Level: 7	
Produce Flame		None	1 standard action	1 minute/level [D]	0 ft. V,\$	S	Yes	Evocation [Fire]	PHB: p.265
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in your p	alm		Caster Level: 7	
Raging Flame		None	1 standard action	1 minute	Medium (170 ft.) V,S	S		Transmutation [Fire]	SC: p.164
Effect: Causes existing fire to double their heat and radiance; see	tovt				Target: 30-ftradius spr	read		Caster Level: 7	
Ram's Might	17	N/A		1 minute/level	Personal V,S	S	N/A	Transmutation	SC: p.166
Effect:			action		Target: You			Caster Level: 7	
Your hands harden +2 bonus to Str, inflict lethal damage, a		Fortitude negates	1 standard	10 minutes/level	Touch V,S	S,DF	Yes [harmless]	Transmutation	SC: p.166
Effect:		[harmless]	action		Target: Creature touche	ed		Caster Level: 7	
Improves existing burrow speed by 20 ft.	17	Will negates	1 standard	10 minutes/level	-		Yes	Transmutation	SC: p.173
Effect:		nogatos	action				. 30	Caster Level: 7	- J. p
Hides the scent of the affected creature or removes potent					Target: Creature touche		Van Barrier 2		00: - 474
Resist Planar Alignment	17	Will negates [harmless]	1 standard action	1 round/level			Yes [harmless]	Abjuration	SC: p.174
Effect: Grants limited protection from a plane's alignment traits; se					Target: Creature touche			Caster Level: 7	
□□□□□ Sandblast	17	Reflex half	1 standard action	Instantaneous	10 ft. V,S	S,DF	Yes	Evocation	SC: p.180
Effect: Creatures in area take 1d6 nonlethal damage, any creature	e that	fails the save is also stu		ound.	Target: 10-ftradius but	rst cente	red on your hands	Caster Level: 7	
Shillelagh					Touch V,S	S, DF	Yes (object)	Transmutation	PHB: p.278
Effect:	ao o- '	f two size sotos==== !		urtos/loval	Target: One touched no	onmagica	al oak club or	Caster Level: 7	
Cudgel or quarterstaff becomes +1 weapon dealing damage Slow Burn	je as if	None	1 standard		quarterstaff Medium (170 ft.) V,S	S,M/DF		Transmutation	SC: p.192
Effect:			action		Target: 30-ftradius spr	read		[Fire] Caster Level: 7	
Doubles the amount of time to put out a fire; see text. Snake's Swiftness	17	Will negates	1 standard	Instantaneous	Close (40 ft.) V,5	S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect:		[harmless]	action		Target: One allied creat			Caster Level: 7	•
Subject may make another single attack melee or ranged;	see te	xt. Will negates	1 standard	1 hour/level [D]	Touch V,S		Yes [harmless]	Transmutation	SC: p.194
Snowshoes		[harmless]	action	i nodinevel [b]			res [riarriless]		30. p. 194
Effect: Speed increases by 10 ft. and no Balance checks or Refle	x requi				Target: Creature touche			Caster Level: 7	BUB
Speak with Animals		None	1 standard action	1 minute/level	Personal V,S	S	No	Divination	PHB: p.281
Effect: You can communicate with animals.					Target: You			Caster Level: 7	
□□□□□ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (40 ft.) V,5	S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.					Target: One summoned	d creature	e	Caster Level: 7	
Surefooted Stride		None	1 standard action	1 minute/level	Personal V,S	S	No	Transmutation	SC: p.216
Effect: Move through difficult terrain at full speed. Gain +2 Climb of	chook-				Target: You			Caster Level: 7	
	JI ICUKS				rarget. Tou				
□□□□□ Thunderhead	17	Reflex negates; see		1 round/level	-	S,M	Yes	Evocation [Electricity]	SC: p.219
Effect:		Reflex negates; see text	action		Close (40 ft.) V,S	S,M		Evocation [Electricity] Caster Level: 7	SC: p.219
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage.	ound [ev	Reflex negates; see text ven if it goes invisible or	action leaves the	region] striking it with lightning that deals	Close (40 ft.) V,s			[Electricity] Caster Level: 7	
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount	ound [ev	Reflex negates; see text ven if it goes invisible or	action leaves the		Close (40 ft.) V,S Target: One creature s Touch V,S	S	Yes	[Electricity] Caster Level: 7 Transmutation	SC: p.219
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage.	ound [ev	Reflex negates; see text ven if it goes invisible of Will negates	action leaves the	region] striking it with lightning that deals	Close (40 ft.) V,s	S	Yes	[Electricity] Caster Level: 7	
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect:	ound [ev 17 during t	Reflex negates; see text ven if it goes invisible of Will negates	action leaves the standard action swift	region] striking it with lightning that deals	Close (40 ft.) V,s Target: One creature Touch V,s Target: Animal or magic	S cal beast	Yes touched	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration	
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack d	ound [ex 17 during t 17	Reflex negates; see text ven if it goes invisible or Will negates the duration of the spell. N/A	eleaves the 1 standard action	region] striking it with lightning that deals	Close (40 ft.) V,s Target: One creature Touch V,s Target: Animal or magic	S cal beast	Yes touched	[Electricity] Caster Level: 7 Transmutation Caster Level: 7	SC: p.223
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack d	ound [ex 17 during t 17	Reflex negates; see text ven if it goes invisible or Will negates whe duration of the spell. N/A ground. Will negates	action leaves the standard action swift action standard	region] striking it with lightning that deals	Close (40 ft.) V,S Target: One creature S Touch V,S Target: Animal or magic	S cal beast S,M	Yes touched	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration	SC: p.223
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack d Gain 10 ft. per level of altitude, and then gently float back t Gain 10 ft. per level of altitude, and then gently float back t Company of the second of the	17 during t 17 to the g	Reflex negates; see text vven if it goes invisible or Will negates the duration of the spell. N/A ground. Will negates [harmless]	action I leaves the 1 standard action 1 swift action 1 standard action	region] striking it with lightning that deals 1 hour/level Instantaneous	Close (40 ft.) V,S Target: One creature s Touch V,S Target: Animal or magic Personal V,S Target: You	S cal beast	Yes touched N/A	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7	SC: p.223
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack delight of the control of the period of the control of the period of the control of the speed but cannot attack of the control of the control of the control of the control of the speed but cannot attack of the control of the control of the control of the speed but cannot attack of the control of the control of the speed but cannot attack of the control of the control of the speed but cannot attack of the control of the control of the speed but cannot attack of the control of the control of the control of the control of the speed but cannot attack of the control of the con	17 during t 17 to the g	Reflex negates; see text vven if it goes invisible or Will negates the duration of the spell. N/A ground. Will negates [harmless]	action leaves the standard action swift action standard action standard action rround. swift	region] striking it with lightning that deals 1 hour/level Instantaneous	Close (40 ft.) V,S Target: One creature s Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S	S cal beast S,M	Yes touched N/A	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing)	SC: p.223
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. 1 pt of damage. 1 pt of damage. 2 pt of set in the set in	ound [ev 17 during t 17 to the g 17	Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A	action leaves the 1 standard action 1 swift action 1 standard action r round.	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Close (40 ft.) V,\$ Target: One creature s Touch V,\$ Target: Animal or magic Personal V,\$ Target: You Touch V,\$	S cal beast S,M	Yes touched N/A Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7	SC: p.223 SC: p.228 SC: p.229
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack of Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back to Vigor, Lesser Effect: Grants target fast healing ability for the duration of the speed Vine Strike Effect: Grants arget fast healing ability for the duration of the speed Vine Strike	ound [ev 17 during t 17 to the g 17	Reflex negates; see text ven if it goes invisible or Will negates the duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A y.	action leaves the 1 standard action 1 swift action 1 standard action rround. 1 swift action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (40 ft.) V.\$ Target: One creature s Touch V.\$ Target: Animal or magic Personal V,\$ Target: You Touch V,\$ Target: Living creature Personal V,\$ Target: Living creature	S cal beast S,M	Yes touched N/A Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Divination Caster Level: 7	SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage.	during to the country of the country	Reflex negates; see text ven if it goes invisible or Will negates the duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A y.	action leaves the 1 standard action 1 swift action 1 standard action rround. 1 swift action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Close (40 ft.) V,S Target: One creature s Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S Target: Living creature Personal V,E Target: You Close (40 ft.) V,S	s cal beast s,M	Yes touched N/A Yes [harmless] N/A	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Conjuration (Creation)	SC: p.223 SC: p.228 SC: p.229
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Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Effect: +10 feet enhancement bonus to speed but cannot attack of the control of the properties of the control of the control of the properties of the properties of the control of the properties of the prop	during to the country of the country	Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] is 1 hp automatically pe N/A y. Fortitude partial; see	action leaves the standard action swift action standard action standard action round. swift action standard action standard action standard action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (40 ft.) V,S Target: One creature s Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S Target: Living creature Personal V,t Target: You Close (40 ft.) V,S Target: A straight wall v square/level [S] Touch S,N	S cal beast S,M S touched DF S whose are	Yes touched N/A Yes [harmless] N/A	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Conjuration (Creation) Caster Level: 7 Transmutation	SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage.	17 17 17 17 17 17 17 17 17	Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A ground. Will negates [harmless] is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless]	action leaves the 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (40 ft.) V.\$ Target: One creature STOUCH V.\$ Touch V.\$ Target: Animal or magic Personal V.\$ Target: You Touch V.\$ Target: Living creature Personal V.\$ Target: You Close (40 ft.) V.\$ Target: A straight wall vsquare/level [S] Touch S.\$ Target: Creature touched	S cal beast S,M S touched DF S whose an	Yes touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. 1 pt of damage. 1 pt of damage. 1 pt of damage. 1 pt of campe in the control of the control of the speed but cannot attack of the control of the	17 17 17 10 to the graph of the self. Heal 17 17 17 18 abilit. Heal 17	Reflex negates; see text ven if it goes invisible or Will negates the duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates	action leaves the 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (40 ft.) V,S Target: One creature s Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S Target: Living creature Personal V,t Target: You Close (40 ft.) V,S Target: A straight wall v square/level [S] Touch S,N	S cal beast S,M S touched DF S whose an	Yes touched N/A Yes [harmless] N/A No ea is up to one 10-ft.	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Conjuration (Creation) Caster Level: 7 Transmutation	SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.236
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. If raveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack of the control of the period of altitude, and then gently float back to the control of the period of altitude, and then gently float back to the control of the period of the control of the speed of the speed of the control of the speed of the speed of the control of the speed	17 17 17 17	Reflex negates; see text ven if it goes invisible of Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless]	action leaves the standard action swift action standard action standard action round. swift action standard action standard action standard action standard standard	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (40 ft.) V.\$ Target: One creature STOUCH V.\$ Touch V.\$ Target: Animal or magic Personal V.\$ Target: You Touch V.\$ Target: Living creature Personal V.\$ Target: You Close (40 ft.) V.\$ Target: A straight wall vsquare/level [S] Touch S.\$ Target: Creature touched	S cal beast S,M S touched DF S whose an	Yes touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Conjuration (Creation) (Creation) Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack of the control of the period of altitude, and then gently float back to the control of the period of altitude, and then gently float back to the control of the period of altitude, and then gently float back to the control of the period of the control of the speed of the speed of the control of the speed of the	17 17 17 17	Reflex negates; see text ven if it goes invisible of Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless]	action leaves the 1 standard action 1 swift action 1 standard action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (40 ft.) V,S Target: One creature Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S Target: Living creature Personal V,E Target: You Close (40 ft.) V,S Target: A straight wall vsquare/level [S] Touch S,N Target: Creature touche Close (40 ft.) V,S Target: One creature	S S call beast S S,M S S touched DF S S whose and M Weed S S	Yes touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Transmutation (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Creation) Creation Creation Creation Creation Creation Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration Caster Level: 7 Conjuration Caster Level: 7 Conjuration Caster Level: 7 Conjuration	SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack of the control of the properties of the properties of the control of the properties of the prop	to the control of the state of	Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless] Fortitude negates e and become fatigued.	action leaves the standard action swift action standard action	region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level Instantaneous	Close (40 ft.) V,S Target: One creature Touch V,S Target: Animal or magic Personal V,S Target: You Touch V,S Target: Living creature Personal V,E Target: You Close (40 ft.) V,S Target: A straight wall vsquare/level [S] Touch S,N Target: Creature touche Close (40 ft.) V,S Target: One creature	S S cal beast S S touched DF S S whose an M M sed S S S,DF	Yes touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	[Electricity] Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Creation) [Air] Caster Level: 7 Conjuration (Healing) Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation [Cold] Caster Level: 7	SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240 SC: p.241

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 2

				LEVEL 2					
Name	DC	Saving Throw		Duration	Range		Spell Resistance	School	Source
Effect:	18	Will negates [harmless]	action	1 minute/level	Touch Target: Living creatu		Yes [harmless]	Transmutation Caster Level: 7	SC: p.9
Aligns a creature's natural weapon to good-,evil-,lawful-,									B. 18 11 12 1
Animalistic Power	18	Will negates [harmless]	1 standard action	1 minute/level		V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Cor	stitution				Target: Creature tou			Caster Level: 7	
□□□□Animal Messenger Effect:	18	None; see text	1 standard action	1 day/level	Close (40 ft.) Target: One Tiny an	V,S,M nimal	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	PHB: p.198
Sends a Tiny animal to a specific place. Animal Trance	18	Will negates; see text		Concentration	Close (40 ft.)	V,S	Yes	Enchantment	PHB: p.198
Effect:			action		Target: Animals or r	magical bea	sts with Intelligence 1	(Compulsion) [Mind-Affecting, Sonic] Caster Level: 7	
Fascinates 2d6 HD of animals. Avoid Planar Effects		None	1	1 minute/level	or 2	V	Yes [harmless]	Abjuration	SC: p.19
adda/wold Flandr Ellects			immediate action					,	
Effect: Gain temporary respite from the natural effects of a spec	ific plan	е.			Target: One creature centered on you	e/level in a	20-ft. radius burst	Caster Level: 7	
Balancing Lorecall	18	N/A	1 standard action	1 minute/level [D]		V,S,M/DF	N/A	Divination	SC: p.23
Effect: Gain +4 insight bonus to balance bonus; see text.					Target: You			Caster Level: 7	
Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
Effect:	41	lavala abava 2nd fasav			Target: Living creatu	ure touched		Caster Level: 7	
Grants +2 enhancement to natural armor. Additional +1	18	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	action		Target: Creature tou	uched		Caster Level: 7	
Subject gains +4 to Con for 1 minutes/level.	18	Reflex negates		Concentration		V,S	Yes	Evocation [Air]	SC: p.27
Effect:			action		Target: One creature	e		Caster Level: 7	
Subject can act normally, but it cannot move from it's cur	rent loca	ation. N/A	1 standard	1 round/level		V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You	, -,		Caster Level: 7	
Gain +6 bonus to Dex, +2 Con, +3 natural armor.		None	1 atandard	Instantaneous	_	V,S	Yes	Transmutation	SC: p.32
Blinding Spittle		None	action	instantaneous			165		30. p.32
Effect: Spit caustic saliva into foes eyes on successful ranged to					Target: One missile	•		Caster Level: 7	
Blood Frenzy	18	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
Effect: Target enters a rage, as its rage special ability, but this rage.	age doe	sn't count against it's tot	al.		Target: Any creature	e with the ra	ige ability	Caster Level: 7	
Body of the Sun	18	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]SC: p.35
Effect: Fire and light extend 5ft. from caster's body inflicting 1d4	/2 levels	[max 5d4] points of fire	damage [R	eflex save for half].	Target: 5 ftradius e	emanation c	entered on you	Caster Level: 7	
□□□□□ Brambles		None		1 round/level	Touch	V,S,M	No	Trasmutation	SC: p.38
Effect: Small magical thorns/spikes protrude from wooden weap	on: gain	us a +1 to hit anhancam		s +1/lovel [max +10] damage	Target: Wooden wea	apon touche	ed	Caster Level: 7	
DDDDBriar Web	on, gair	None		1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: p.39
Effect:			action		Target: 40-ft-radius	spread.		Caster Level: 7	
As entangle, but thorns deal damage each round. Bull's Strength	18	Will negates		1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect:		(harmless)	action		Target: Creature tou	uched		Caster Level: 7	
Subject gains +4 to Str for 1 minutes/level.	18	Will negates		1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect:		[harmless]	action		Target: Creature tou	uched		Caster Level: 7	
Burrow through earth at 30 ft unless wearing Medium or Camouflage, Mass	heavier 18	armor or a Medium load Will negates) ft. 10 minutes/level	Medium (170 ft.)		Yes [harmless]	Transmutation	SC: p.43
Effect:		[harmless]	action				es, no two of which can		
As camouflage, except the effect is mobile within the gro	up. [Bro 18	ken for creatures who m Will negates		ft apart]. 1 minute/level	be more than 60 ft. a	apart	Yes	Transmutation	PHB: p.208
Cat's Grace	10	(harmless)	action				. 55		<i>D</i> . p.200
Subject gains +4 to Dex for 1 minutes/level.	40	Will poster (1 ' · · ·	1 01	7 rounds	Target: Creature tou		Von (abit)	Caster Level: 7	DUD: n 200
Chill Metal	18	Will negates (object)	1 standard action	r roufids	Close (40 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
Effect: Cold metal damages those who touch it.					of which can be mor	ment of 1 cr re than 30 ft	reature/2 levels, no two t. apart; or 175 lbs of	Caster Level: 7	
Cloud Wings	18	Fortitude negates	1 standard	1 hour/level	metal Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
Effect:		[harmless]	action		Target: Creature tou	uched		Caster Level: 7	
Increases fly speed by 30 ft. Countermoon	18	Will negates [D]	1 standard	12 hours	Close (40 ft.)	V,S,M	Yes	Abjuration	SC: p.53
Effect:		J==== [D]	action		Target: One lycanthi			Caster Level: 7	
Stops lycanthropic shapechanging for 12 hours.	18	Fortitude half	1 standard	3 rounds	,	V,S,F	Yes	Transmutation	SC: p.55
Creeping Cold	10	i ormude IIdii	action	J TOURIUS			100	[Cold]	50. p.50
Effect: Deals progressive damage from cold [+1d6/round].			,		Target: One creature			Caster Level: 7	
Daggerspell Stance	18	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
Effect: Gain +2 insight bonus to hit and damage when you ma	ake a ful	I attack wielding two da	aggers. Can	deflect spells [SR 5+level] and gain D	Target: You R			Caster Level: 7	
5/magic when full defense. Decomposition		None		1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
Effect:			action				50-ftradius emanation	•	
Wounded creatures suffer 3 extra hp/round.	18	Fortitude negates	1 standard	1 hour/level	centered on you Touch		Yes (harmless)	Conjuration	PHB: p.217
Effect:	10	(harmless)	action				. 30 (namioss)	(Healing) Caster Level: 7	p.217
					Target: Creature tou	Jonea		Caster Level: 1	
Stops poison from harming subject for 1 hour/level.		Nana	4 -4 1 1	4 second/level	Madison (470 ft)	V/C	N-	Francis:	DUD II 444
Stops poison from harming subject for 1 hour/level. Drifts of the Shalm		None	1 standard action	1 round/level	, ,	V,S	No	Evocation	PHB II: p.111
Stops poison from harming subject for 1 hour/level.	f snow, I		action		Target: One 5-ft. squ			Evocation Caster Level: 7	PHB II: p.111

* =Domain/Speciality Spell

				Druid Spells					
□□□□□ Earthbind	18	Fortitude negates	1 standard action	1 minute/level [D]	Medium (170 ft.)	V,S	Yes	Transmutation	SC: p.76
Effect: Reduce a creatures fly speed to 0, airborne creatures fall	to the	ground as if by featherfa	II.		Target: One creatur	е		Caster Level: 7	
□□□□ Earthfast		None		10 minutes/level [D]	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
Effect: Doubles Structures HP and increases Hardness to 10.					Target: One stone s	tructure or	rock formation, up to 25	Caster Level: 7	
□□□□□ Easy Trail		None	1 standard	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
Effect:					Target: 40-ft. radius	emanation	centered on you	Caster Level: 7	
Removes movement penalties through dense brush and in Embrace the Wild	increase 18	es track DC by 5 for any N/A	1 standard	10 minutes/level [D]	Personal	٧	N/A	Transmutation	SC: p.79
Effect:			action		Target: You			Caster Level: 7	
The caster gains an animal's sensory and skills, low-light	vision a	and Scent or Blindsense Fortitude negates		oice. +2 spot and listen checks. 1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
Effect:		[harmless]	action		Target: Willing creat	ture touche		Caster Level: 7	·
Creatures lose swim speed but gain walk speed of 30 ft.	18	Reflex half: see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
□□□□□ Fire Trap ^{Effect:}	10	renex han, see text	TO ITILIDADES	r cimanoni unin discharged [D]	Target: Object touch		103	Caster Level: 7	111b. p.201
Opened object deals 1d4+7 fire damage.		None	1 standard	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
Effect:			action	.,	Target: Sword-like b	neam		Caster Level: 7	
Touch attack deals 1d8 +3 fire damage.	18	Reflex negates	1 standard	1 round/level		V,S,M/DF	Vac	Evocation [Fire]	PHB: p.232
□□□□□ Flaming Sphere Effect:	10	Treflex flegates	action	Tourister	Target: 5-ftdiamete		103	Caster Level: 7	111b. p.202
Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	el.	No	4	40 1 1 1	-		N.		DUD
□□□□□Fog Cloud		None	action	10 minutes/level	, ,	V,S	No	Conjuration (Creation)	PHB: p.232
Effect: Fog obscures vision.					Target: Fog spreads			Caster Level: 7	
□□□□□ Frost Breath	18	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5]	id4] and	d creatures are also daz	ed if thev fa	iled the Reflex save.	Target: Cone-shape	ed burst		Caster Level: 7	
Gust of Wind	18	Fortitude negates	1 standard action		60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
Effect: Blows away or knocks down smaller creatures.			20.011				vere wind emanating	Caster Level: 7	
□□□□□ Healing Lorecall	18	N/A		10 minutes/level	out from you to the or Personal	V,S,M	ne range N/A	Divination	SC: p.110
Effect:			action		Target: You			Caster Level: 7	
Allows caster with Heal ranks to remove other ailments with Healing Sting	hen usi	ing Conjuration [Healing None	1 standard	n also heal more; see text. Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
Effect:			action		Target: You and one	e living crea	ature	Caster Level: 7	
Inflict 1d12 +1/caster level [max +10] to a living creature a	and gair 18	n an equal amount of HF Fortitude partial		1 round/level	Close (40 ft.)	V,S,DF	Yes	Evocation [Light,	SC: p.112
Effect:		r ormado partidi	action	Troditation of	Target: living creatu			Fire] Caster Level: 7	оо. р.т.2
Subjects do benefit from concealment, on failed save they									DLID: - 020
□□□□□Heat Metal	18	Will negates (object)	action	7 rounds	Close (40 ft.)		Yes (object)	Transmutation [Fire]	PHB: p.239
Effect: Make metal so hot it damages those who touch it.					of which can be mor	re than 30 f	reature/2 levels, no two t. apart; or 25 lb./level	Caster Level: 7	
□□□□□ Hold Animal	18	Will negates; see text		1 round/level [D]; see text	of metal, all of which Medium (170 ft.)		Yes	Enchantment	PHB: p.241
			action					(Compulsion) [Mind-Affecting]	
					Target: One animal			Caster Level: 7	
Effect: Paralyzes one animal for 1 round/level.							No	Conjuration	
		None	1 standard action	1 round/level	Close (40 ft.)	V,S,M		(Creation)	SC: p.128
Paralyzes one animal for 1 round/level. Graph Kelpstrand Effect:		None		1 round/level	Target: One creatur	e/3 levels,	no two of which are		SC: p.128
Paralyzes one animal for 1 round/level. Capacitation Capacitati	18	Will negates	action 1 standard	1 round/level 1 minute/level [D]		e/3 levels,	no two of which are Yes (harmless)	(Creation)	SC: p.128 PHB II: p.117
Paralyzes one animal for 1 round/level. Comparison Effect: Make ranged attacks against each target; see text Comparison Linked Perception Effect:		Will negates (harmless)	action 1 standard action	1 minute/level [D]	Target: One creatur more than 30 ft. apa	e/3 levels, i art V,DF	Yes (harmless)	(Creation) Caster Level: 7	
Paralyzes one animal for 1 round/level.	Listen o	Will negates (harmless)	1 standard action ea [example 1 standard	1 minute/level [D]	Target: One creatur more than 30 ft. apa 20 ft.	e/3 levels, i art V,DF	Yes (harmless)	(Creation) Caster Level: 7 Divination	
Paralyzes one animal for 1 round/level.	Listen o	Will negates (harmless)	1 standard action	1 minute/level [D] : you and three allies would make +6].	Target: One creatur more than 30 ft. apa 20 ft. Target: 20-ftradius	e/3 levels, i art V,DF emanation	Yes (harmless) centered on you	(Creation) Caster Level: 7 Divination Caster Level: 7	PHB II: p.117
Paralyzes one animal for 1 round/level.	Listen o	Will negates (harmless)	1 standard action ea (example 1 standard action 1 standard 1 standard	1 minute/level [D] : you and three allies would make +6].	Target: One creatur more than 30 ft. apa 20 ft. Target: 20-ftradius Personal	e/3 levels, i art V,DF emanation	Yes (harmless) centered on you	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination	PHB II: p.117
Paralyzes one animal for 1 round/level.	Listen o	Will negates (harmless) checks per ally in the are N/A	1 standard action ea (example 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level	Target: One creatur more than 30 ft. apa 20 ft. Target: 20-ftradius Personal Target: You	e/3 levels, rart V,DF emanation V,S,DF V,S,DF	Yes (harmless) centered on you N/A	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7	PHB II: p.117 SC: p.133
Paralyzes one animal for 1 round/level.	Listen o	Will negates (harmless) checks per ally in the are N/A	1 standard action ea [example 1 standard action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.)	e/3 levels, rart V,DF emanation V,S,DF V,S,DF	Yes (harmless) centered on you N/A	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy	PHB II: p.117 SC: p.133
Paralyzes one animal for 1 round/level.	Listen of 18	Will negates (harmless) checks per ally in the are N/A Will negates	1 standard action ea [example 1 standard action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal	e/3 levels, in art V,DF emanation V,S,DF V,S,DF e	Yes (harmless) centered on you N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy Caster Level: 7 Transmutation	PHB II: p.117 SC: p.133 SC: p.138
Paralyzes one animal for 1 round/level.	18 18	Will negates (harmless) checks per ally in the are N/A Will negates	action 1 standard action as [example 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You	e/3 levels, i art V,DF emanation V,S,DF V,S,DF e V,S,F	Yes (harmless) centered on you N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139
Paralyzes one animal for 1 round/level.	Listen of 18	Will negates (harmless) checks per ally in the are N/A Will negates	action 1 standard action as [example 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch	e/3 levels, rant V,DF emanation V,S,DF V,S,DF e V,S,F	Yes (harmless) centered on you N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Transmutation	PHB II: p.117 SC: p.133 SC: p.138
Paralyzes one animal for 1 round/level.	18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless]	action 1 standard action as [example 1 standard action	1 minute/level [D] you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level	Target: One creatur more than 30 ft. apz 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur	e/3 levels, rant V,DF emanation V,S,DF V,S,DF e V,S,F	Yes (harmless) centered on you N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139
Paralyzes one animal for 1 round/level.	18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates	action 1 standard action action action action 1 standard action	1 minute/level [D] you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level	Target: One creatur more than 30 ft. apz 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur	e/3 levels, rant V,DF emanation V,S,DF V,S,DF e V,S,F	Yes (harmless) centered on you N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Transmutation	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless]	action 1 standard action as [example 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur	e/3 levels, rart V,DF emanation V,S,DF V,S,DF e V,S,F V,S,F	Yes (harmless) centered on you N/A Yes N/A No	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless]	action 1 standard action as [example 1 standard action 1 swift action 1 swift action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch	e/3 levels, rart V,DF emanation V,S,DF V,S,DF e V,S,F V,S,F	Yes (harmless) centered on you N/A Yes N/A No	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 20 20 20 20 20 20 20 20 20 2	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 in the caster lev	action 1 standard action action action action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc	e/3 levels, int int V,DF emanation V,S,DF emanation V,S,D	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless]	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Evocation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18 18 rivival ai	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 : N/A nd Handle Animal check	action 1 standard action as [example 1 standard action 1 swift action at 15th leve 1 standard action at 5th leve 1 standard action at 5th leve 1 standard action at 5th leve 1 standard action action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,F hed V,S	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless]	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Evocation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 - N/A	action 1 standard action as [example 1 standard action 1 swift action at 15th leve 1 standard action at 5th leve 1 standard action at 5th leve 1 standard action action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: Animal touc Personal	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,F V,S,F V,S,DF hed V,S,M/DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless]	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18 18 rivival ai	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 : N/A nd Handle Animal check Will negates (harmless)	action 1 standard action at [example 1 standard action] 1 standard action 2 standard action at 15th leve 1 standard action at 1.5th leve 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute I. 1 hour/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: Animal touc Personal Target: You Touch Target: You Touch Target: You Touch Target: Animal touc Personal	e/3 levels, rant v/DF emanation v/s,DF V/s,DF e v/s,F V/s,F V/s,S e v/s,DF hed v/s v/s,M/DF uched	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18 18 rivival ai	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 in N/A and Handle Animal check Will negates	action 1 standard action at [example 1 standard action] 1 standard action 2 standard action at 15th leve 1 standard action at 1.5th leve 1 standard action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch	e/3 levels, int int V,DF emanation V,S,DF emanation V,S,D	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 ryival at 18	Will negates (harmless) checks per ally in the are N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 in N/A and Handle Animal check Will negates (harmless) N/A None	action 1 standard action action action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level	Target: One creatur more than 30 ft. apz 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: You Touch Target: One creatur Touch Target: One creatur Target: One creatur Touch Target: One creatur Touch Target: One willing thuge size	e/3 levels, int IV,DF emanation V,S,DF e	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, or	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18 18 rivival ai	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 : N/A nd Handle Animal check Will negates (harmless)	action 1 standard action action action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute I. 1 hour/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touch Personal Target: You Touch Target: You Touch Target: One creatur Touch Target: One creatur Touch Target: You Touch Target: One willing in Huge size Touch	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,F hed V,S V,S,M/DF uched V,S animal of S V,S, DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Necromancy Caster Level: 7 Transmutation	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 rvival at 18	Will negates (harmless) checks per ally in the are N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 : N/A None Fortitude negates (harmless)	action 1 standard action as [example 1 standard action 1 swift action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level	Target: One creatur more than 30 ft. apz 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: You Touch Target: One creatur Touch Target: One creatur Target: One creatur Touch Target: One creatur Touch Target: One willing thuge size	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,F hed V,S V,S,M/DF uched V,S animal of S V,S, DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, or	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 rvival at 18	Will negates (harmless) checks per ally in the are N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 in N/A and Handle Animal check Will negates (harmless) None Fortitude negates (harmless) pe. Will negates	action 1 standard action 2a [example 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action	1 minute/level [D] : you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touch Personal Target: You Touch Target: You Touch Target: One creatur Touch Target: One creatur Touch Target: You Touch Target: One willing in Huge size Touch	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,F hed V,S V,S,M/DF uched V,S animal of S V,S, DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, or	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Conjuration	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 rvival ar 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5: N/A	action 1 standard action 2a [example 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: Creature touch Target: One willing in Huge size Touch Target: Creature touch Target: Creature touch Target: Creature touch	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,S e V,S,M/DF hed V,S v,S,M/DF uched V,S animal of S V,S, DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, or Yes (harmless)	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 rvival ar 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates [harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 in N/A and Handle Animal check Will negates (harmless) None Fortitude negates (harmless) pe. Will negates	action 1 standard action as [example 1 standard action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: Creature tou Touch	e/3 levels, int IV,DF emanation V,S,DF V,S,DF e V,S,F V,S,S e V,S,M/DF hed V,S v,S,M/DF uched V,S animal of S V,S, DF	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, or Yes (harmless)	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Caster Level: 7 Conjuration Caster Level: 7 Conjuration Caster Level: 7 Conjuration Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5: N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless) pe. Will negates (harmless) Fortitude partial	action 1 standard action as [example 1 standard action 2 standard action 1 standard action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level I minute/level Instantaneous	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touc Personal Target: You Touch Target: Creature tou Touch	e/3 levels, int int V,DF emanation V,S,DF emanation V,S emanation S,S,DF e	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, of Yes (harmless)	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Caster Level: 7 Conjuration Caster Level: 7	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
Paralyzes one animal for 1 round/level.	18 18 18 18 18 18 18 18 18 18	Will negates (harmless) checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5: N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless) pe. Will negates (harmless) Fortitude partial	action 1 standard action as [example 1 standard action 2 standard action 1 standard action	1 minute/level [D] 2 you and three allies would make +6]. 10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level I minute/level Instantaneous	Target: One creatur more than 30 ft. ape 20 ft. Target: 20-ftradius Personal Target: You Close (40 ft.) Target: One creatur Personal Target: You Touch Target: One creatur Touch Target: Animal touch Target: You Touch Target: You Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One willing thuge size Touch Target: Creature tout Touch	e/3 levels, int int V,DF emanation V,S,DF emanation V,S emanation S,S,DF e	Yes (harmless) centered on you N/A Yes N/A No Yes [harmless] N/A Yes No mall, Medium, Large, of Yes (harmless)	(Creation) Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Divination Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Caster Level: 7 Caster Level: 7 Conjuration Caster Level: 7 Evocation	PHB II: p.117 SC: p.133 SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272

				Di ula S	ppelis					
□□□□□ Scent		None	1 standar	d 10 minutes/level		Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
Effect: Bestows Scent ability with all the same powers.						Target: Creature to	uched		Caster Level: 7	
	18	Will negates [harmless]	1 standar	d 1 minute/level		Touch	V,S,M	Yes	Divination	SC: p.187
Effect: You can sense all the stimuli the target animal senses.		[Target: Animal touc	hed		Caster Level: 7	
	18	Will negates [harmless]	1 standar	d Instantaneous		Medium (170 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect: Subjects may make another single attack melee or ranged;	l· see t					Target: Allied create	ures in a 20	-ftradius burst	Caster Level: 7	
□□□□□ Soften Earth and Stone	., 000 .	None	1 standar	d Instantaneous		Close (40 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
Effect: Turns stone to clay or dirt to sand or mud.			dollori			Target: 10 ft./level s	quare; see	text	Caster Level: 7	
•	18	Will negates (harmless)	1 standar	d 10 minutes/level		Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
Effect: Grants ability to walk on walls and ceilings.		(narriicos)	action			Target: Creature to	uched		Caster Level: 7	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 standar	d Instantaneous		Close (40 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
Effect: Make ranged attack to hit, on hit deal 4d6 piercing damage	a and t	hreatens on 18-20 See				Target: One or more	e streams o	f splinters	Caster Level: 7	
Summon Nature's Ally II	e anu i	None	1 round	1 round/level [D]		Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.						Target: One or more more than 30 ft. apa		, no two of which can be		
Summon Swarm		None	1 round	Concentration + 2 rou	ınds	Close (40 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Summons swarm of bats, rats, or spiders.						Target: One swarm	of bats, rat	s, or spiders	Caster Level: 7	
Swim		None	1 round	10 minutes/level [D]		Medium (170 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
Effect: Gain swim speed and +8 to Swim checks.						Target: One creatur	е		Caster Level: 7	
Tiger's Tooth		None	1 swift action	1 round		Living creature touched	V	No	Transmutation	SC: p.221
Effect: As greater magic fang.						Target: You			Caster Level: 7	
	18	Will negates [harmless]	10 minute	es 1 hour/level		Touch	V,S,DF	Yes [harmless]	Enchantment (Charm)	SC: p.221
Effect:						Target: Animal touc	hed		[Mind-Affecting] Caster Level: 7	
You temporarily boost the number of tricks that an animal k	knows									
□□□□Tree Shape		None	1 standar action	d 1 hour/level [D]		Personal	V,S, DF	No	Transmutation	PHB: p.296
Effect: You look exactly like a tree for 1 hour/level.						Target: You			Caster Level: 7	
□□□□□ Warp Wood	18	Will negates (object)	1 standar action	d Instantaneous		Close (40 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
Effect: Bends wood [shaft, handle, door, plank].						20-ft. radius		ect/level, all within a	Caster Level: 7	
□□□□ Wings of Air		None	1 standar action	d 1 minute/level		Touch	V	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.						Target: Winged crea			Caster Level: 7	
COLUMN TO LINDIGO	18	Fortitude negates	1 standar action	d 1 round/level		Close (40 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
Effect: Creature fails it's save takes 1d8 cold damage each round;	; see t	ext.				Target: One creatur	е		Caster Level: 7	
□□□□□ Wood Shape	18	Will negates (object)	1 standar action	d Instantaneous		Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
Effect: Rearranges wooden objects to suit you.						Target: One touche cu. ft. + 1 ft./level	d piece of v	vood no larger than 10	Caster Level: 7	
Widoking rodon	18	Fortitude half	1 standar action	d Instantaneous		Touch	V,S	Yes	Necromancy	SC: p.243
Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneak	attacl	damage if you posses	s the abilit	у.		Target: Creature to	uched		Caster Level: 7	
□□□□Zone of Glacial Cold	18	Fort half		d 7 rounds		Medium (170 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.						Target: 20-ftradius	;		Caster Level: 7	

^{* =}Domain/Speciality Spell

Notes:
Character Sheet Notes: