

\*: weapon is equipped

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.

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 -	<b>-3</b>	Equipped	1	0.5	9151.0
Longsword +	1	Equipped	1	4.0	2315.0
Sentient Rod	of Any Weapon	Equipped	1	0.0	0.0
Special Back	pack of Holding	Equipped	1	0.0	0.0
Special Boots	s	Equipped	1	0.0	0.0
	TOTAL WEIGHT CARRIE	ED/VALUE		4.5 lbs	. 11466.0 gp

WEIGHT ALLOWANCE									
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)

[DS, web]

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	
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[PHB, p.16]
Weapon Prof ~ All Simple and Martial Weapons Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]

	Feats	
eat Conversion to CP ~ 6 (5x)	[Ed	lip

Covert regular feat to six Character Points

[Eclipse, p.9]

### **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, Terran

### **TEMPLATES**

Familiar	: Ginger	(Compa	nion (Dr	agoncat	))
HP:	63	AC:	23	INIT:	+4
FORT:	+5	REF:	+6	WILL:	+3
*Claw (Natural/Primary)	+7/+7/+7	DAM:	1d3+3	CRIT:	20/x2
*Bite (Natural/Secondary)	+2/+2	DAM:	N/A	CRIT:	20/x2
*Claw (Natural/Secondary)	+2/+2	DAM:	N/A	CRIT:	20/x2
Special:					

#### Recurring Bonuses

#### Duties [Eclipse, p.17]

(+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.

#### **DISADVANTAGES**

#### Hunted (Tabarath Cult)

[Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

#### Obligations (Time Lord Minions)

[Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures

[Eclipse, p.20]

You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

#### Spell Caster Information

[Eclipse, p.11]

Druid Level 6, Casterlevel is 8 Druid Spell Points (Total 26)

[Is This It]

#### **Eclipse Abilities**

### Base Caster Level ~ Specialized ~ Druid

[Eclipse, p.11]

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.

#### Great Form

[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

(+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.27] [Eclipse, p.22]

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

[Eclipse, p.30]

Deep Sleep 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.

#### +4 racial bonus on saves against sleep and paralysis

Familiar

[DS, web] [Eclipse, p.27]

You have a familiar companion

#### Improved Initiative (6x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Lelia's Orb **Grants Shapeshift**  [Is This It]

Mental Link You are automatically in Mental Contact with your companions

[Is This It, Custom]

#### Shapeshift

[Eclipse, p.42]

(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed

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

### LEVEL 0

Name Create Water	DC	Saving Throw None	Time Standard Action	<b>Duration</b> Instantaneous		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 gallor	ns/level of	water	Caster Level: 8	
Cure Minor Wounds  Effect: Cures 1 point of damage.	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch \\ Target: Creature touch	V,S ched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 8	PHB: p.216
Dawn	13	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	/	Yes [harmless]	Abjuration	SC: p.59
Effect: Awakens sleeping creatures and those knocked out from	nonleth				Target: All creatures centered on you	within a 15	5-ftradius burst	Caster Level: 8	
Detect Magic		None		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-shaped	l emanatio	n	Caster Level: 8	
Detect Poison		None	Standard Action	Instantaneous	, ,	V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					Target: One creature			Caster Level: 8	
Flare	13	Fortitude negates	Standard Action	Instantaneous	Close (45 ft.)	/	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].	40	AAPH	0111	Andrews of Profession	Target: Burst of light		V	Caster Level: 8	BUB - 000
Guidance	13	Will negates (harmless)	Action	1 minute or until discharged		/,S	Yes	Divination	PHB: p.238
Effect: +1 on one attack roll, saving throw, or skill check.		None	Standard	Instantaneous	Target: Creature touc	v,S	No	Caster Level: 8  Divination	DI ID. = 040
Effect:		None	Action	Instantaneous		v,5	NO		PHB: p.246
You discern north.		None	Standard	10 minutes/level [D]	Target: You Touch	/, M/DF	No	Caster Level: 8  Evocation [Light]	PHR: n 248
Effect:			Action	To Institute of the Ins	Target: Object touche			Caster Level: 8	
Object shines like a torch.  Mending	13	Will negates	Standard	Instantaneous		/,S	Yes (harmless, object)		PHB: p.253
Effect:	·	(harmless, object)	Action		Target: One object of			Caster Level: 8	
Makes minor repairs on an object.		None	1 standard	10 minutes/level		3	No	Necromancy	SC: p.146
Effect:			action		Target: Cone-shaped	I emanatio	ın	Caster Level: 8	
Same as deathwatch but only functions on plants and ar Purify Food and Drink	imals; s 13	ee text. Will negates (object)		Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			Action		Target: 1 cu. ft./level.	of contan	ninated food and water	Caster Level: 8	
Purifies 1 cu. ft./level of food or water.		None		10 minutes/level	Personal	/,S,F	No	Divination	PHB: p.269
Effect:			Action		Target: You			Caster Level: 8	
Read scrolls and spellbooks.  Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	/,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.		(Hallilless)	Action		Target: Creature touc	ched		Caster Level: 8	
Unitue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	/,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.		(			Target: Creature touc	ched		Caster Level: 8	
				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 (45 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
Effect: Create a small fire elemental.					Target: One Small fire			Caster Level: 8	
Effect:		None	1 round	Concentration, up to 1 round/level [D]	Close (45 ft.)  Target: Cube of wate	V,S,M r up to 5 fi	No t on a side	Transmutation [Water] Caster Level: 8	SC: p.13
Create a small water elemental.  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 or		•	Caster Level: 8	
Aspect of the Wolf	14	N/A	1 standard action	10 minutes/level		V,S,M/DF	N/A	Transmutation	SC: p.16
Effect: You assume the physical appearance and many of the q			4 =4 - 1	A second description	Target: You	4.6	NIA	Caster Level: 8	CC: - 40
Aura Against Flame	14	N/A	1 standard action	1 round/level		V,S	N/A	Abjuration	SC: p.18
Effect: Protects against first 10 points of fire damage, it also ext			1 stonday	1 minuto/loval	Target: You	/ C M/DE	Voe [harmless]	Caster Level: 8	SC: n 22
Effect:	14	Fortitude negates [harmless]	1 standard action	1 1 minute/level	Touch \ Target: Creature touc		Yes [harmless]	Transmutation  Caster Level: 8	SC: p.22
Layer of slime coats you, inflicting 1d8 damage to any cr	eature h	itting you with unarmed		ouch attack or natural weapon.	-	v,S,M	N/A	Transmutation	SC: p.25
Effect:	1-7		Action		Target: You	. , . , . , . , . , . , . , . , . , . ,		Caster Level: 8	- 5. p.20
Change your hands into claws. Damage 1d4; Threat rand	ge 19-20 14	). See text. Fortitude negates	1 standard	1 minute/level	-	/,S,DF	Yes [harmless]	Evocation	SC: p.25
Effect:		[harmless]	action		Target: Creature touc			[Electricity] Caster Level: 8	
Subject continues to fight even at -1 to -9 and gains +4 e	nhance	ment to Str. None		Instantaneous		/,S,M,XP	No	Conjuration	SC: p.26
Effect:			action		Target: Tiny Construc			(Creation) Caster Level: 8	
Creates a natural homunculus.	14	N/A		1 hour/level [D]	Personal \	V,S	N/A	Transmutation	SC: p.38
Effect:			action		Target: You			Caster Level: 8	
Gain +10 competence bonus on Climb checks made in to Breath of the Jungle	rees, als	o allows for brachiation None	1 standard	1 minute/level	Medium (180 ft.)	/,S,DF	No	Transmutation	SC: p.39
Effect:			action		Target: Mist spreads	in a 40-ft.	radius, 20 ft. high	Caster Level: 8	
DC of saves vs. poison or disease increases by 2				* =Domain/Speciality Spell					

				Druid Spells					
□□□□□ Buoyant Lifting		None	1 immediate	1 minute/level [D]; see text	Close (45 ft.)	S,DF	No	Evocation	SC: p.40
5"			action		T		al and a set 12st and	0	
Effect: Travel to the surface at 60 ft/round.					more than 20 ft. apa	rt	rel, no two of which are		
Calm Animals	14	Will negates; see text	Standard Action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Animals with	in 30 ft. of	each other	[Mind-Affecting] Caster Level: 8	
Calms 2d4 + 1/level HD of animals.	14	N/A	1 standard	10 minutes/level		V,S	N/A	Transmutation	SC: p.43
Camouflage	14	N/A	action	10 minutes/level		ν,ο	N/A		3C. p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 8	
Charm Animal	14	Will negates	Standard Action	1 hour/level	Close (45 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.208
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 8	
Makes one animal your friend.					-				
Claws of the Bear	14	N/A	action	1 round/level		V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with ea	ach att	ack.			Target: You			Caster Level: 8	
Claws of the Beast		None	Standard Action	8 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: 8	
Climb Walls	14	Will negates		1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 8	
Gain +10 enhancement bonus on climb check. Bonus incre	eases	to +20 @5th level and + None		vel. 10 minutes/level [D]	Long (720 ft.)	V,S	No	Evocation (Water)	SC: p.49
Effect:					Target: 100-ftradius			Caster Level: 8	
Heavy rain reduces visibility4 Spot & Search.	14	No [fire] or Fortitude	1 standard	1 minute/level [fire source] or	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: p.50
Effect:		half		Instantaneous [creature]				[Cold] Caster Level: 8	
Flames deal cold damage; see text		Nana	4	4	Target: One fire sour				00: - 52
Crabwalk		None	1 standard action	1 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 fir	st attack.		Target: Creature tou	ched		Caster Level: 8	
Cure Light Wounds	14			Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect:		SCC TOXE	Action		Target: Creature tou	ched	toxt	Caster Level: 8	
Cures 1d8 +1/level [max +5] damage.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	N/A		1 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: 8	
Delay Disease	14	Will negates [harmless]	1 standard	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect:		[nanness]	action		Target: Creature tou	ched		Caster Level: 8	
Halts any nonmagical disease for the duration of the spell.  Detect Animals or Plants		None	Standard	Concentration, up to 10 minutes/level [D	)]Long (720 ft.)	V,S	No	Divination	PHB: p.218
			Action						
Effect:					Target: Cone-shape	d emanatio	in .	Caster Level: 8	
Effect: Detects kinds of animals or plants.		None	Standard	Concentration up to 10 minutes/level ID	Target: Cone-shape			Caster Level: 8	DHR: p 220
Detects kinds of animals or plants.  Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D	0]60 ft.	V,S	No	Divination	PHB: p.220
Detects kinds of animals or plants.			Action		- '	V,S	No n		
Detects kinds of animals or plants.  Detect Snares and Pits  Effect:	14	None Will negates (harmless)			D]60 ft.  Target: Cone-shape	V,S	No	Divination	PHB: p.220 PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect:  Reveals natural or primitive traps.  Effect:  Effect:	14	Will negates	Action Standard		D]60 ft.  Target: Cone-shape	V,S d emanatio	No n	Divination  Caster Level: 8	
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Detect Snares and Pits	14	Will negates	Action Standard Action 1 standard		70]60 ft.  Target: Cone-shape Touch Target: Creature tou	V,S d emanatio	No n	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment	
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defects Effect: Exist comfortably in hot or cold environments.	14	Will negates (harmless)	Action Standard Action	24 hours	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.)	V,S d emanatio V,S ched	No in Yes (harmless)	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)  None  C to affected animal.	Action Standard Action  1 standard action	24 hours  Concentration +1 round/level	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.) Target: One animal	V,S d emanatio V,S iched V,S	No in Yes (harmless)	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion)	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Detects natural or primitive traps.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)	Action Standard Action  1 standard action	24 hours  Concentration +1 round/level	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.) Target: One animal	V,S d emanatic V,S iched V,S	No in Yes (harmless)	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  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 +2 morale bonus to Str, Con, Will Saves & -2 pena  Effect: Effect: First Cond Str, Con, Will Saves & -2 pena	lty to A	Will negates (harmless)  None  C to affected animal.	Action Standard Action  1 standard action Standard	24 hours  Concentration +1 round/level	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.) Target: One animal	V,S d emanatic V,S ched V,S	No n Yes (harmless) Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8	PHB: p.226 SC: p.81
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Carants +4 morale bonus to Str, Con, Will Saves & -2 pena	lty to A	Will negates (harmless)  None  C to affected animal.	Action  Standard Action  1 standard action  Standard Action  Standard Action	24 hours  Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4	V,S d emanatic V,S ched V,S	No Yes (harmless) Yes No spread	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8  Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Detects kinds of animals or plants.  Detect Snares and Pits  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.	lty to A 14	Will negates (harmless)  None  C to affected animal.  Reflex partial; see text	Standard Action  1 standard action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures ar	V,S d emanatic V,S ched V,S V,S,DF 0-ftradius V,S,DF	No Yes (harmless) Yes No spread Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8  Transmutation  Caster Level: 8	PHB: p.226 SC: p.81 PHB: p.227
Detects kinds of animals or plants.  Detect Snares and Pits  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: Coultines subjects with light, canceling blur, concealment, a	lty to A 14	Will negates (harmless)  None  C to affected animal.  Reflex partial; see text	Action Standard Action  1 standard action Standard Action Standard Action 1 standard Action 1 standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures ar burst	V,S d emanatic V,S ched V,S V,S,DF 0-ftradius V,S,DF	No Yes (harmless) Yes No spread Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Discrepance Plants entangle everyone in 40-ftradius circle.  Fact: Outlines subjects with light, canceling blur, concealment, a	lty to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text	Action  Standard Action  1 standard action  Standard Action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures ar burst Close (45 ft.)	V,S d emanatio V,S sched V,S V,S, DF 0-ftradius V,S, DF d objects v V,M	No Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless]	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Detects kinds of animals or plants.  Detect Snares and Pits  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	lty to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	Action  Standard Action  1 standard action  Standard Action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level	Target: Cone-shape: Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures ar burst Close (45 ft.) Target: One creature than 30 ft. apart	V,S d emanatic V,S ched V,S Ched V,S V,S,DF O-ftradius V,S,DF d 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth]  Caster Level: 8	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99
Detects kinds of animals or plants.  Detect Snares and Pits  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 entangle  Effect: District Fire  Effect: Outlines subjects with light, canceling blur, concealment, a  District Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to	lty to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	Action  Standard Action  1 standard action  Standard Action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: One creature than 30 ft. apart Touch	V,S d emanatio V,S ched V,S V,S,DF O-ftradius V,S,DF nd objects v V,M a/level, no te 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth] Caster Level: 8	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Detects kinds of animals or plants.  Detect Snares and Pits  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	14 14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush.	Action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  Standard Action  Standard Action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF rrries touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Detects kinds of animals or plants.  Detect Snares and Pits  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, canceling blur, concealment, a  Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to	14 14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	Action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  Standard Action  Standard Action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	V,S d emanatio V,S ched V,S V,S,DF O-ftradius V,S,DF nd objects v V,M a/level, no te 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth] Caster Level: 8	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Effect: Grants entangle everyone in 40-ft-radius circle.  Flants entangle everyone in 40-ft-radius 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  Goodberry  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None	Action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action  1 standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF rrries touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: As long as subjects with light, canceling blur, concealment, as a c	14 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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action  1 standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be Personal  Target: You	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M e/level, no t V,S,DF rrries touch	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Caster Level: 8  Conjuration	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Outlines subjects with light, canceling blur, concealment, a cong as subjects don't move they gain +2 AC and +4 to Congress of Con	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None	Action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Creatures ar burst Close (45 ft.)  Target: 2d4 fresh be Personal Target: You Close (45 ft.)  Target: Creatures ar burst Close (45 ft.)	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF ad objects v V,M e/level, no t V V,S DF	No Yes (harmless)  Yes  No spread  Yes within a 5-ftradius Yes [harmless]  two of which are more Yes ed  N/A  Yes [harmless]	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Effect: Carist +4 morale bonus to Str., Con, Will Saves & -2 penal  Effect: Grants +4 morale bonus to Str., Con, Will Saves & -2 penal  Effect: Plants entangle everyone in 40-ftradius circle.  Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a concealment,	14 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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  1 standard action  1 standard action  1 of the standard action  1 of the standard action  1 of the standard action  10 minutes	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: 2d4 fresh be Personal Target: You Close (45 ft.)  Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF ad objects v V,M e/level, no t V V,S DF	No Yes (harmless)  Yes  No spread  Yes within a 5-ftradius Yes [harmless]  two of which are more Yes ed  N/A  Yes [harmless]	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth]  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Conjuration (Healing)	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Effect: Brist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal  Effect: Plants entangle everyone in 40-ftradius circle.  Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a outlines subjects with light, canceling blur, concealment, a outlines 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 Goodberry  Effect: Hawkeye  Effect: Haw	14 Str ag 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  1 standard action  1 standard action  1 of the standard action  1 of the standard action  1 of the standard action  10 minutes	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: 2d4 fresh be Personal Target: 2d4 fresh be Personal Target: You Close (45 ft.)  Target: One creatures Touch Target: One creatures Touch Target: One creatures Target: One creatures Touch	V,S d emanatio V,S ched V,S Ched V,S V,S,DF O-ftradius V,S,DF d objects v V,M v/S,DF rries touch V V,S Se/level, 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Caster Level: 8  Caster Level: 8  Caster Level: 8  Conjuration (Healing) Caster Level: 8  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Doublines subjects with light, canceling blur, concealment, a concealment	14 Str ag 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures arburst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: You Close (45 ft.)  Target: You Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: You Close (45 ft.)  Target: One creature more than 30 feet ap Touch  Target: 1 creature/le	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF ad objects v V,M v/S,DF	No Yes (harmless) Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Conjuration (Healing) Caster Level: 8  Caster Level: 8  Abjuration Caster Level: 8	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
Detects kinds of animals or plants.  Detect Snares and Pits  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  Dentangle  Effect: Plants entangle everyone in 40-ft-radius circle.  Plants entangle everyone in 40-ft-radius circle.  Effect: Plants entangle everyone in 40-ft-radius circle.  Effect: Outlines subjects with light, canceling blur, concealment, and the subjects with light, canceling blur, concealment, and the subjects with light, canceling blur, concealment, and the subjects don't move they gain +2 AC and +4 to  Effect: As long as subjects don't move they gain +2 AC and +4 to  Health full from 4 hip [max 8 hp/24 hours].  Health full Rest  Effect: Doubles the natural healing rate.  Hide from Animals  Effect: Animals can't perceive 1 subject/level.	14 Str ag 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures arburst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Target: One creature than 30 ft. apart Touch Target: 1 creature/le	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M v,S,DF rrries touch V V,S selevel, no touche V V,S,DF veel touche V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Conjuration  Caster Level: 8  Abjuration  Caster Level: 8  Abjuration  Caster Level: 8  Conjuration  Caster Level: 8  Conjuration  Caster Level: 8  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Doublines subjects with light, canceling blur, concealment, a concealment	14 Str ag 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures arburst Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: You Close (45 ft.)  Target: You Close (45 ft.)  Target: One creature than 30 ft. apart Touch  Target: You Close (45 ft.)  Target: One creature more than 30 feet ap Touch  Target: 1 creature/le	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M v,S,DF rrries touch V V,S selevel, no touche V V,S,DF veel touche V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Conjuration (Healing) Caster Level: 8  Caster Level: 8  Abjuration Caster Level: 8	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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle.  Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a concea	14 Str ag 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shapes Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures are burst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: 1 creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S d emanatio V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M v,S,DF rrries touch V V,S selevel, no touche V V,S,DF veel touche V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Conjuration  Caster Level: 8  Abjuration  Caster Level: 8  Abjuration  Caster Level: 8  Conjuration  Caster Level: 8  Conjuration  Caster Level: 8  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
Detects kinds of animals or plants.  Detect Snares and Pits  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  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a concealment,	14 Str ag 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]	Target: Cone-shapes Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures are burst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: 1 creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S d emanatio V,S ched V,S ched V,S,DF V,S,DF d objects v V,M e/level, no t V,S,DF cries touch V V,S p/level, no t var S,DF vel touched V,S,M object touch V,S,M	No n Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light]  Caster Level: 8  Transmutation [Earth]  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Conjuration (Healing)  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8	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
Detects kinds of animals or plants.  Detect Snares and Pits  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.  Plants entangle everyone in 40-ftradius circle.  Dullines subjects with light, canceling blur, concealment, a outlines with light, canceling blur,	14 Str ag 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: 2d4 fresh be Personal Target: 2d4 fresh be Personal Target: You Close (45 ft.)  Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature or of Touch Target: Creature or of Touch	V,S d emanatio V,S ched V,S ched V,S,DF V,S,DF d objects v V,M e/level, no t V,S,DF cries touch V V,S p/level, no t var S,DF vel touched V,S,M object touch V,S,M	No n Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Conjuration  Caster Level: 8  Conjuration  Caster Level: 8  Abjuration  Caster Level: 8  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
Detects kinds of animals or plants.  Detect Snares and Pits  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, canceling blur, concealment, a  Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to  Hawkeye  Effect: 244 berries each cure 1 hp [max 8 hp/24 hours].  Hawkeye  Effect: Doubles the natural healing rate.	14 14 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  10 minutes/level [D]  Instantaneous	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.)  Target: One animal Long (720 ft.)  Target: Plants in a 4 Long (720 ft.)  Target: Creatures are burst Close (45 ft.)  Target: 2d4 fresh be Personal Target: 2d4 fresh be Personal Target: You Close (45 ft.)  Target: One creature touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature or of Touch Target: Creature touch	V,S d emanatio V,S ched V,S ched V,S,DF O-ftradius V,S,DF d objects v V,M v/S,DF rries touch V V,S plevel, 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation [Light]  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Conjuration  Chaster Level: 8  Conjuration  Caster Level: 8  Conjuration  Caster Level: 8  Transmutation  Caster Level: 8	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
Detects kinds of animals or plants.  Detect Snares and Pits  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  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a concealment,	14 14 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  1 minutes/level [D]  Instantaneous  10d10] negative energy.	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures are burst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S d emanatio V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects V,M v,S,DF rrries touch V V,S e/level, no touche V V,S,M object touch V,S,M object touch V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8	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
Detects kinds of animals or plants.  Detect Snares and Pits  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  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Dutlines subjects with light, canceling blur, concealment, a continuous subjects with light, canceling blur, concealment, a continuous subjects with light, canceling blur, concealment, a continuous subjects don't move they gain +2 AC and +4 to continuous subjects don't move they gain +2 AC and +4 to continuous subjects don't move they gain +2 AC and +4 to continuous subjects don't move they gain +2 AC and +4 to continuous subjects don't move they gain +2 AC and +4 to continuous subjects don't move they gain +2 AC and +4 to continuous subjects derives each cure 1 hp [max 8 hp/24 hours].  Hawkeye  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Healthful Rest  Effect: Doubles the natural healing rate.  Dubles the natural healing rate.	14 14 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  10 minutes/level [D]  Instantaneous	Target: Cone-shape Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures ar burst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal	V,S d emanatio V,S ched V,S ched V,S,DF O-ftradius V,S,DF d objects v V,M v/S,DF rries touch V V,S plevel, 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: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Necromancy  Caster Level: 8  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
Detects kinds of animals or plants.  Detect Snares and Pits  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  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a concealment,	14 14 14 14 14 14	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  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  Standard Action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  1 minutes/level [D]  Instantaneous  10d10] negative energy.	Target: Cone-shaper Touch Target: Creature tou Medium (180 ft.) Target: One animal Long (720 ft.) Target: Plants in a 4 Long (720 ft.) Target: Creatures are burst Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Close (45 ft.) Target: You Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S d emanatio V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects V,M v,S,DF rrries touch V V,S e/level, no touche V V,S,M object touch V,S,M object touch V,S,M	No Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Divination  Caster Level: 8  Abjuration  Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation  Caster Level: 8  Evocation [Light] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation  Caster Level: 8	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	14	Will negates [harmless]	1 standard	1 hour/level	Touch V,M	Yes [harmless]	Transmutation	SC: p.134
Effect: Target gains low-light vision.		[riaminecoj	dollori		Target: Creature touched		Caster Level: 8	
DDDD Magic Fang	14	Will negates		1 minute/level	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	Action		Target: Living creature touch	ed	Caster Level: 8	
One natural weapon of subject creature gets +1 on attack  Magic Stone	and da	amage rolls. Will negates	Standard	30 minutes or until discharged	Touch V,S, DF	Yes (harmless, object	) Transmutation	PHB: p.251
Effect:		(harmless, object)	Action	·	Target: Up to three pebbles t		Caster Level: 8	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None	Standard	1 minute/level	20 ft. V,S	No	Conjuration	PHB: p.258
Obscuring Mist		None	Action	i minute/lever			(Creation)	FПБ. p.236
Effect: Fog surrounds you.					Target: Cloud spreads in 20- high	·	Caster Level: 8	
Omen of Peril	14	N/A	1 round	Instantaneous	Personal V,F	N/A	Divination  Caster Level: 8	SC: p.149
Brief supplication gives you a vision that hints at how dang					Target: You			
□□□□□ Pass without Trace	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
Effect: 1 subject/level leaves no tracks.					Target: 1 creature/level touch	ned	Caster Level: 8	
□□□□□ Produce Flame		None	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 palm		Caster Level: 8	
Raging Flame		None	1 standard	1 minute	Medium (180 ft.) V,S	No	Transmutation	SC: p.164
Effect:			action		Target: 30-ftradius spread		[Fire] Caster Level: 8	
Causes existing fire to double their heat and radiance; see	e text. 14	N/A	1 standard	1 minute/level	Personal V,S	N/A	Transmutation	SC: p.166
Effect:			action		Target: You		Caster Level: 8	
Your hands harden +2 bonus to Str, inflict lethal damage,				10 minutes/level		Vac [harmlas=1		SC: p.166
Rapid Burrowing	14	Fortitude negates [harmless]	1 standard action	ro minutes/level	Touch V,S,DF	Yes [harmless]	Transmutation	ου. p. του
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touched		Caster Level: 8	
Remove Scent	14	Will negates	1 standard action	10 minutes/level	Touch V,S,M	Yes	Transmutation	SC: p.173
Effect: Hides the scent of the affected creature or removes poten	nt affect	s from creatures such a		troglodytes.	Target: Creature touched		Caster Level: 8	
Resist Planar Alignment	14	Will negates [harmless]		1 round/level	Touch V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:			GOLIOIT		Target: Creature touched		Caster Level: 8	
Grants limited protection from a plane's alignment traits; s	see text 14	Reflex half		Instantaneous	10 ft. V,S,DF	Yes	Evocation	SC: p.180
Effect:			action		Target: 10-ftradius burst ce	ntered on your hands	Caster Level: 8	
Creatures in area take 1d6 nonlethal damage, any creatur	re that t	fails the save is also stu Will negates (object)		ound. 1 minute/level	Touch V,S, DF	Yes (object)	Transmutation	PHB: p.278
Effect:			Action		Target: One touched nonmag		Caster Level: 8	
Cudgel or quarterstaff becomes +1 weapon dealing dama	ige as i				quarterstaff		Transmutation	SC: p.192
Slow Burn		None	1 standard action	1 minute	Medium (180 ft.) V,S,M/D	F No	[Fire]	30. p. 192
Effect: Doubles the amount of time to put out a fire; see text.		None		1 minute	Target: 30-ftradius spread	F No		30. p.192
Effect:	14	Will negates	action	1 minute	Target: 30-ftradius spread	F No F Yes [harmless]	[Fire]	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect:		Will negates [harmless]	action  1 standard		Target: 30-ftradius spread		[Fire] Caster Level: 8	
Effect: Doubles the amount of time to put out a fire; see text.		Will negates [harmless] ext. Will negates	action  1 standard action  1 standard		Target: 30-ftradius spread Close (45 ft.) V,S,M/D		[Fire] Caster Level: 8 Transmutation	
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged.  Snowshoes	; see te 14	Will negates [harmless] xxt. Will negates [harmless]	action  1 standard action	Instantaneous	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature	F Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect: Subject may make another single attack melee or ranged; Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te 14	Will negates [harmless] xxt. Will negates [harmless]	action  1 standard action  1 standard action  Standard	Instantaneous	Target: 30-ftradius spread  Close (45 ft.) V,S,M/D  Target: One allied creature  Touch V,S	F Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te 14	Will negates [harmless]  xt.  Will negates [harmless]  ired to walk on snow.	action  1 standard action  1 standard action	Instantaneous 1 hour/level [D]	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S	F Yes [harmless]  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of the subject may be a fire attack melee or ranged: Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of time to put out a fire; see text.	; see te 14	Will negates [harmless] xxt. Will negates [harmless] ired to walk on snow. None	action  1 standard action  1 standard action  Standard Action	Instantaneous  1 hour/level [D]  1 minute/level	Target: 30-ftradius spread  Close (45 ft.) V,S,M/D  Target: One allied creature  Touch V,S  Target: Creature touched  Personal V,S  Target: You	F Yes [harmless]  Yes [harmless]  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te 14	Will negates [harmless]  xt.  Will negates [harmless]  ired to walk on snow.	action  1 standard action  1 standard action  Standard Action	Instantaneous 1 hour/level [D]	Target: 30-ftradius spread  Close (45 ft.) V,S,M/D  Target: One allied creature  Touch V,S  Target: Creature touched  Personal V,S  Target: You  Close (45 ft.) V,S, DF	F Yes [harmless]  Yes [harmless]  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning)	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged; Double the amount on Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with Animals. Doubles the amount of time to put out a fire; see text.	; see te 14	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None	action  1 standard action  1 standard action  Standard Action  1 round	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat	F Yes [harmless]  Yes [harmless]  No  No  ture	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text.  Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with Animals. Doubles the amount of the communicate with animals. Doubles the communicate with animals. Doubles the amount of time to put out a fire; see text.  Effect: Calls creature to fight. Doubles the amount of time to put out a fire; see text.	; see te 14	Will negates [harmless] xxt. Will negates [harmless] ired to walk on snow. None	action  1 standard action  1 standard action  Standard Action  1 round	Instantaneous  1 hour/level [D]  1 minute/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creaters	F Yes [harmless]  Yes [harmless]  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged; Double the amount on Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with Animals. Doubles the amount of time to put out a fire; see text.	; see te 14 ex requ	Will negates [harmless] vxt. Will negates [harmless] irred to walk on snow. None None	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creates Personal V,S Target: You	F Yes [harmless]  Yes [harmless]  No  No  No  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle	; see te 14 ex requ	Will negates [harmless] vxt. Will negates [harmless] viried to walk on snow. None	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creaters	F Yes [harmless]  Yes [harmless]  No  No  ture	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged. Double the amount of the subject of the	; see te 14 ex requ checks 14	Will negates [harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  Reflex negates; see text	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature	F Yes [harmless]  Yes [harmless]  No  No  No  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text.  Effect: Subject may make another single attack melee or ranged; Double the amount of the subject of the	checks	Will negates [harmless] vxt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible of	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action  1 standard action  r leaves the	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text.  Effect: Subject may make another single attack melee or ranged: Double the amount of the subject to subject the subject the subject to subject the subject the subject to subject the subject the subject to subject the subject to subject the subject to subject the subject to subject the subjec	; see te 14 ex requ checks 14	Will negates [harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  Reflex negates; see text	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Electricity] Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: Subject may make another single attack melee or ranged: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals  Effect: You can communicate with animals.  Calls creature to fight.  Summon Nature's Ally I  Effect: Move through difficult terrain at full speed. Gain +2 Climb  Thunderhead  Effect: Minature thundercloud follows creature unerringly each reflect and damage. Traveler's Mount  Effect:  In damage. Traveler's Mount	; see tet 14  checks 14  bund [e	Will negates [harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  i. Reflex negates; see text ven if it goes invisible of the spell the duration of the spell	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  r leaves the  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature Touch V,S Target: Animal or magical be	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Transmutation Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals.  Effect: You can communicate with animals.  Summon Nature's Ally I  Effect: Calls creature to fight.  Surefooted Stride  Effect: Move through difficult terrain at full speed. Gain +2 Climb  Thunderhead  Effect: Minature thundercloud follows creature unerringly each reflect:  Minature thundercloud follows creature unerringly each reflect:  Traveler's Mount  Effect: +10 feet enhancement bonus to speed but cannot attack or any or	checks 14 checks 14 cund [e	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible of Will negates	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  r leaves the  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Fifect: Subject may make another single attack melee or ranged: Double the amount of the subject of the	checks 14  checks 14  checks 14  during 1 14	Will negates [harmless]  xxt.  Will negates [harmless]  ired to walk on snow.  None  None  None  Reflex negates; see text  vven if it goes invisible of will negates  the duration of the spell  N/A	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature Touch V,S Target: Animal or magical be	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Effect: Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged: Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals.  Effect: You can communicate with animals.  Summon Nature's Ally I  Effect: Calls creature to fight.  Surefooted Stride  Effect: Move through difficult terrain at full speed. Gain +2 Climb  Thunderhead  Effect: Minature thundercloud follows creature unerringly each reflect:  Minature thundercloud follows creature unerringly each reflect:  Traveler's Mount  Effect: +10 feet enhancement bonus to speed but cannot attack or any or	checks 14  checks 14  checks 14  during 1 14	Will negates [harmless]  xxt.  Will negates [harmless]  irred to walk on snow.  None  None  None  None  Will negates; see text  ven if it goes invisible of the work of the spell N/A  Will negates  Will negates  Will negates	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Caster Level: 8 Conjuration Caster Level: 8 Conjuration Conjuration Caster Level: 8 Conjuration Conjuration Caster Level: 8 Conjuration	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles the amount of the Animals  Effect: You can communicate with animals. Doubles the amount of the	checks 14  checks 14  during 1 14  to the 9 14	Will negates [harmless] vxt. Will negates [harmless] vxt. Will negates [harmless] vired to walk on snow. None None None Reflex negates; see text ven if it goes invisible of will negates the duration of the spell N/A Will negates [harmless]	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,DF Target: One summoned creat Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: You	F Yes (harmless)  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration (Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8	SC: p.193  SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Double the amount of the attack of the amount of the amo	checks 14  checks 14  during 1 14  to the 9 14	Will negates [harmless] vxt. Will negates [harmless] vxt. Will negates [harmless] vired to walk on snow. None None None Reflex negates; see text ven if it goes invisible of will negates the duration of the spell N/A Will negates [harmless]	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 swift  2 round.  1 swift	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S	F Yes (harmless)  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8	SC: p.193  SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text.  Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles to the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the amount of the see the checks or Refle Doubles the checks	checks ch	Will negates [harmless] vxt. Will negates [harmless] vide to walk on snow. None  None  None  None  Reflex negates; see text vven if it goes invisible of the duration of the spell N/A Will negates [harmless] vide to the spell N/A  Will negates [harmless] vide to the spell N/A	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 round.	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]	Target: 30-ftradius spread Close (45 ft.) V,S,M/C Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: You Touch V,S Target: Living creature touch	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Collection of the process	checks ch	Will negates [harmless]  xxt.  Will negates [harmless]  ired to walk on snow.  None  None  None  Reflex negates; see text  ven if it goes invisible of the spell N/A  Will negates [harmless]  is 1 hp automatically per N/A  y.	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S,M Target: You Touch V,S Target: Living creature touch Personal V,DF	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination	SC: p.193  SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229
Effect: Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Effect: Subject may make another single attack melee or ranged: Subject may make another single attack melee or ranged: Doubles the subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Refle communicate with Animals  Effect: You can communicate with animals.  Effect: Calls creature to fight. Calls	checks 14  checks 14  ound [et 14  to the 4  14  to the 4  14  ne abiliti	Will negates [harmless]  xxt.  Will negates [harmless]  ired to walk on snow.  None  None  None  Reflex negates; see text  ven if it goes invisible of the spell N/A  Will negates [harmless]  is 1 hp automatically per N/A  y.	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round	Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical between the companied of th	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Evocation [Electricity] Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) (Healing) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of the see the amount of the see the colors of th	checks 14  checks 14  during 1  to the g 14  to the g 14  and a 14  and a ability 14	Will negates [harmless] vxt. Will negates [harmless] vxt. Will negates [harmless] irred to walk on snow. None  None  None  None  Reflex negates; see text vven if it goes invisible of the duration of the spell N/A Will negates [harmless] lis 1 hp automatically per N/A  y. Fortitude partial; see text	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal 1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: One creature Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S,M Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S]	F Yes (harmless)  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No  area is up to one 10-ft.	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Divination Caster Level: 8 Conjuration (Creation) Caster Level: 8 Conjuration (Creation) Caster Level: 8 Conjuration Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out out out out out out out out out o	checks 14  checks 14  ound [et 14  to the 4  14  to the 4  14  ne abiliti	Will negates [harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  None  None  Will negates; see text veen if it goes invisible of will negates the duration of the spell N/A  Will negates [harmless] ils 1 hp automatically pen/A  y. Fortitude partial; see	action  1 standard action  1 standard action  Standard Action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S] Touch S,M	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out out out out out out out out out o	checks 14  checks 14  bund [e 14  during 1 14  to the s 14  14  14	Will negates [harmless]  xxt.  Will negates [harmless]  irred to walk on snow.  None  None  None  None  None  Will negates; see text  ven if it goes invisible of the duration of the spell N/A  Will negates [harmless]  Is 1 hp automatically per N/A  y.  Fortitude partial; see text  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level	Close (45 ft.) V,S,M/C Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat Personal V,S Target: One creature Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: Living creature touched Personal V,DF Target: You Close (45 ft.) V,S,M Target: One creature S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: Living creature touched Close (45 ft.) V,S Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S] Touch S,M Target: Creature touched	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No area is up to one 10-ft.  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.216 SC: p.223 SC: p.223 SC: p.223 SC: p.225 SC: p.230 SC: p.235 SC: p.240
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles of Reflect: You can communicate with animals. Doubles of Reflect: You can communicate with animals. Doubles of Reflect: Calls creature to fight. Doubles or animals. Doubles of Reflect: Move through difficult terrain at full speed. Gain +2 Climb Doubles or a full s	checks 14  checks 14  during 1  to the g 14  to the g 14  and a 14  and a ability 14	Will negates [harmless]  xxt.  Will negates [harmless]  ired to walk on snow.  None  None  None  None  i.  Reflex negates; see text  ven if it goes invisible of the duration of the spell  N/A  Will negates [harmless]  is 1 hp automatically per  N/A  y.  Fortitude partial; see text  Fortitude negates	action  1 standard action  1 standard action  1 standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal 1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level	Target: 30-ftradius spread Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creature Personal V,S Target: You Close (45 ft.) V,S,M Target: You Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S] Touch S,M	F Yes (harmless)  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No  area is up to one 10-ft.	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Effect: Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Sheet increases sy 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals.  Effect: You can communicate with animals.  Effect: Calls creature to fight.  Diplication of Surefooted Stride  Effect: Move through difficult terrain at full speed. Gain +2 Climb  Diplication of the speed	checks 14  checks 14  during 1  to the 3  14  14  14	Will negates [harmless] vxt. Will negates [harmless] vxt. Will negates [harmless] lired to walk on snow. None  None  None  None  None  None  None  Will negates; see text vven if it goes invisible of will negates [harmless] list 1 hp automatically per N/A  y. Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 standard Action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level	Close (45 ft.) V,S,M/C Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, DF Target: One summoned creat Personal V,S Target: One creature Close (45 ft.) V,S,M Target: One creature S Touch V,S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: Living creature touched Personal V,DF Target: You Close (45 ft.) V,S,M Target: One creature S Target: Animal or magical be Personal V,S,M Target: You Touch V,S Target: Living creature touched Close (45 ft.) V,S Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S] Touch S,M Target: Creature touched	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No area is up to one 10-ft.  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Divination Caster Level: 8 Transmutation	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.216 SC: p.223 SC: p.223 SC: p.223 SC: p.225 SC: p.230 SC: p.235 SC: p.240
Effect: Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Subject may make another single attack melee or ranged: Subject may make and no Balance checks or Refiel Subject may make and no Balance checks or Refiel Subject may make another single a	checks 14  checks 14  during 1  to the 3  14  14  14	Will negates [harmless] vxt. Will negates [harmless] vxt. Will negates [harmless] lired to walk on snow. None  None  None  None  None  None  None  Will negates; see text vven if it goes invisible of will negates [harmless] list 1 hp automatically per N/A  y. Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  1 round/level  1 round/level  1 round/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level  1 minute/level  Instantaneous	Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,DF Target: One summoned creature Personal V,S Target: One creature S Touch V,S Target: One creature Touch V,S Target: Astraight wall whose square/level [S] Target: Creature touched Target: A straight wall whose square/level [S] Touch S,M Target: A straight wall whose square/level [S] Touch S,M Target: Creature touched Close (45 ft.) V,S	F Yes [harmless]  Yes [harmless]  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No area is up to one 10-ft.  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Creation) Caster Level: 8 Transmutation Caster Level: 8 Conjuration	SC: p.193  SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.216  SC: p.223  SC: p.223  SC: p.225  SC: p.230  SC: p.235  SC: p.240
Effect: Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Doubles the amount of time to put out a fire; see text.  Subject may make another single attack melee or ranged:  Subject may make another single attack melee or ranged:  Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles Speak with Animals  Effect: You can communicate with animals.  Effect: Calls creature to fight.  Doubles Gain +2 Climb Doubles Gain +2 Climb Thunderhead  Effect: Minature thundercloud follows creature unerringly each reflect damage.  Doubles Gain +2 Climb Traveler's Mount  Effect: 410 feet enhancement bonus to speed but cannot attack of the company of the fifect: Gain 10 ft. per level of altitude, and then gently float back.  Doubles Gain +2 Climb Company of the Series of the Series Climb Company of the Series Cliffect: Makes a wall of black smoke, causes nausea; see text.  Doubles Gain +2 Climb Company of the Sea  Effect: Increases creatures swim speed by 30 ft.  Doubles Gain +2 Climb Company of the Sea  Effect: Increases creatures swim speed by 30 ft.  Doubles Gain +2 Climb Company of the Sea  Effect: Creature must suceed on save or take 1d6 points of cold	checks 14  checks 14  bund [e 14  during 1 14  to the 4 14  14  14  damage	Will negates [harmless]  xxt.  Will negates [harmless]  ired to walk on snow.  None  None  None  None  Reflex negates; see text  ven if it goes invisible of text  Will negates the duration of the spell N/A  Will negates [harmless]  is 1 hp automatically per N/A  y.  Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 standard Action  1 round  1 standard action	Instantaneous  1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  1 round/level  1 round/level  1 round/level  Instantaneous  10 rounds + 1 round/level [max 15]  1 round  1 round/level  1 minute/level  Instantaneous	Close (45 ft.) V,S,M/D Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,DF Target: One summoned creature Personal V,S Target: One creature Personal V,S,M Target: One creature V,S,M Target: Animal or magical be Personal V,S,M Target: You Close (45 ft.) V,S,M Target: Animal or magical be Touch V,S Target: You Touch V,S Target: Living creature touch Personal V,DF Target: You Close (45 ft.) V,S Target: A straight wall whose square/level [S] Touch S,M Target: Creature touched Close (45 ft.) V,S Target: Creature touched Close (45 ft.) V,S Target: Creature touched	F Yes [harmless]  Yes [harmless]  No  No  No  ture  No  Yes  Yes  ast touched  N/A  Yes [harmless]  ed  N/A  No  area is up to one 10-ft.  Yes [harmless]	[Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Evocation [Electricity] Caster Level: 8 Evocation (Electricity] Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Codd] Caster Level: 8 Transmutation [Cold] Caster Level: 8	SC: p.193  SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.223  SC: p.225  SC: p.235  SC: p.240  SC: p.241

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

## Druid Spells LEVEL 2

				LEVEL 2					
Name	<b>DC</b> 15	Saving Throw Will negates		Duration 1 minute/level	Range Touch	•	Spell Resistance Yes [harmless]	School Transmutation	Source SC: p.9
□□□□□Align Fang  :ffect:		[harmless]	action		Target: Living creat			Caster Level: 8	
Aligns a creature's natural weapon to good-,evil-,lawful-,or	chaoti 15	ic. Will negates	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
Effect:		[harmless]	action		Target: Creature to			Caster Level: 8	
Subject is imbued with +2 to Strength, Dexterity and Consti	itution 15	None; see text	Standard	1 dav/level	Close (45 ft.)	V,S,M	Yes	Enchantment	PHB: p.198
Animal Messenger	.0	rtorio, odo toxi	Action	1 33/10101	0.000 (101)	7,0,		(Compulsion) [Mind-Affecting]	7 7 12. p. 100
Effect: Sends a Tiny animal to a specific place.					Target: One Tiny ar	nimal		Caster Level: 8	
□□□□ Animal Trance	15	Will negates; see text	Standard Action	Concentration	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.198
								[Mind-Affecting, Sonic]	
Effect: Fascinates 2d6 HD of animals.					Target: Animals or r or 2	nagical bea	sts with Intelligence 1	Caster Level: 8	
□□□□□ Avoid Planar Effects		None	immediate	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
Effect:			action		Target: One creatur	e/level in a	20-ft. radius burst	Caster Level: 8	
Gain temporary respite from the natural effects of a specific		e. N/A		1 minute/level [D]	centered on you Personal	V,S,M/DF	N/A	Divination	SC: p.23
Effect:			action		Target: You			Caster Level: 8	
Gain +4 insight bonus to balance bonus; see text.		None	Standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
Effect:			Action		Target: Living create	ure touched		Caster Level: 8	
Grants +2 enhancement to natural armor. Additional +1 per	r three	e levels above 3rd [max Will negates		evel] 1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	Action		Target: Creature to	uched		Caster Level: 8	
Subject gains +4 to Con for 1 minutes/level.	15	Reflex negates		Concentration	-	V,S	Yes	Evocation [Air]	SC: p.27
Effect:			action		Target: One creatur	e		Caster Level: 8	
Subject can act normally, but it cannot move from it's curre	nt loca	ation. N/A	1 standard	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 8	
Gain +6 bonus to Dex, +2 Con, +3 natural armor.		None	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation	SC: p.32
Effect:			action		Target: One missile			Caster Level: 8	
Spit caustic saliva into foes eyes on successful ranged tout	ch atta	ack. Causes -4 penalty t Will negates		Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
Effect:			action		Target: Any creature			Caster Level: 8	
Target enters a rage, as its rage special ability, but this rag	e doe: 15	sn't count against it's tot Reflex half		1 round/level	5 ft.		Yes	Transmutation	SC: p.35
Effect:		TOTOX TIGH	action	Tround to to	Target: 5 ftradius e			[Fire] Caster Level: 8	00. p.00
Fire and light extend 5ft. from caster's body inflicting 1d4/2	levels	[max 5d4] points of fire None		eflex save for half]. 1 round/level	Touch	V,S,M	No No	Transmutation	SC: p.38
□□□□□ Brambles  Effect:		None	action	i Touriu/lever	Target: Wooden we			Caster Level: 8	30. p.30
Small magical thorns/spikes protrude from wooden weapor	n; gain	s a +1 to hit enhancem		s +1/level [max +10] damage. 1 minute/level	-		No	Transmutation	SC: p.39
□□□□□ Briar Web		None	action	Timilato/iover	Target: 40-ft-radius		140	Caster Level: 8	оо. р.оо
As entangle, but thorns deal damage each round.	15	Will negates	Standard	1 minute/level	Touch		Yes (harmless)	Transmutation	PHB: p.207
□□□□□ Bull's Strength  Effect:	15	(harmless)	Action	i minute/level	Target: Creature to		res (namiess)	Caster Level: 8	r r ib. p.201
Subject gains +4 to Str for 1 minutes/level.	15	Will negates	1 standard	1 minute/level [D]	Touch		Yes [harmless]	Transmutation	SC: p.41
<b>_</b> I_I_I_I Burrow	10	[harmless]	action	i minute/level [D]			res [namiess]		30. p.41
Burrow through earth at 30 ft unless wearing Medium or he				) ft. 10 minutes/level	Target: Creature to		V 11 1	Caster Level: 8	00 . 40
□□□□□ Camouflage, Mass	15	Will negates [harmless]	action	10 minutes/level		V,S	Yes [harmless]	Transmutation	SC: p.43
Effect: As camouflage, except the effect is mobile within the group					be more than 60 ft.	apart	s, no two of which can		B11B
□□□□□ Cat's Grace	15	Will negates (harmless)	Action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
Effect: Subject gains +4 to Dex for 1 minutes/level.	15	MGII (	Ct- 1	7de	Target: Creature to		Ven (ah' - 1)	Caster Level: 8	DLID CCC
Chill Metal	15	Will negates (object)	Standard Action	/ rounds	Close (45 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
Effect: Cold metal damages those who touch it.					of which can be mo	ment of 1 cr re than 30 ft	eature/2 levels, no two apart; or 200 lbs of	Caster Level: 8	
Cloud Wings	15	Fortitude negates	1 standard	1 hour/level	metal Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 8	
Increases fly speed by 30 ft.	15	Will negates [D]	1 standard	12 hours	Close (45 ft.)	V,S,M	Yes	Abjuration	SC: p.53
Effect:			action		Target: One lycanth	rope		Caster Level: 8	
Stops lycanthropic shapechanging for 12 hours.	15	Fortitude half	1 standard	3 rounds	Close (45 ft.)	V,S,F	Yes	Transmutation	SC: p.55
Effect:			action		Target: One creatur	е		[Cold] Caster Level: 8	
Deals progressive damage from cold [+1d6/round].  Daggerspell Stance	15	N/A		1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
Effect:			action		Target: You			Caster Level: 8	
Gain +2 insight bonus to hit and damage when you make /magic when full defense.	e a ful				₹ -				
Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
Effect: Wounded creatures suffer 3 extra hp/round.					Target: Living enem centered on you	ies within a	50-ftradius emanation	Caster Level: 8	
⊒□□□□ Delay Poison	15	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
					Target: Creature to	uched		Caster Level: 8	
Effect: 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

\* =Domain/Speciality Spell

				Druid Spells				
□□□□□ Earthbind	15	Fortitude negates	1 standard action	1 minute/level [D]	Medium (180 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	ıll.		Target: One creature		Caster Level: 8	
□□□□□ Earthfast		None	1 standard action	10 minutes/level [D]	Close (45 ft.) V,S	Yes [object]	Transmutation	SC: p.76
Effect: Doubles Structures HP and increases Hardness to 10.					Target: One stone structu cu. ft./level	ure or rock formation, up to 25	5 Caster Level: 8	
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft. V,S	Yes	Abjuration	SC: p.76
Effect: Removes movement penalties through dense brush and	increas	es track DC by 5 for any			Target: 40-ft. radius emai	nation centered on you	Caster Level: 8	
□□□□□ Embrace the Wild	15	N/A		10 minutes/level [D]	Personal V	N/A	Transmutation	SC: p.79
Effect:		C Di		aine and the same of the same	Target: You		Caster Level: 8	
The caster gains an animal's sensory and skills, low-light  This to Feet	15	Fortitude negates	1 standard	1 hour/level	Touch V,S	Yes [harmless]	Transmutation	SC: p.92
Effect:		[harmless]	action		Target: Willing creature to	ouched	Caster Level: 8	
Creatures lose swim speed but gain walk speed of 30 ft.	15	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch V,S,I	M Yes	Abjuration [Fire]	PHB: p.231
Effect: Opened object deals 1d4+8 fire damage.					Target: Object touched		Caster Level: 8	
□□□□□Flame Blade		None	Standard Action	1 minute/level [D]	0 ft. V,S,	DF Yes	Evocation [Fire]	PHB: p.231
Effect: Touch attack deals 1d8 +4 fire damage.					Target: Sword-like beam		Caster Level: 8	
□□□□□ Flaming Sphere	15	Reflex negates	Standard Action	1 round/level	Medium (180 ft.) V,S,I	M/DF Yes	Evocation [Fire]	PHB: p.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	ام		Action		Target: 5-ftdiameter sph	nere	Caster Level: 8	
Greates forming bands into, 240 damage, lasts Frodricker	J1.	None	Standard Action	10 minutes/level	Medium (180 ft.) V,S	No	Conjuration (Creation)	PHB: p.232
Effect: Fog obscures vision.			, 1011011		Target: Fog spreads in 20	0-ft. radius, 20 ft. high	Caster Level: 8	
og obscures vision.  Frost Breath	15	Reflex half	1 standard action	Instantaneous	30 ft. V,S,I	M Yes	Evocation [Cold]	SC: p.100
Effect:	5d/1	d creatures are also !		iled the Reflex cove	Target: Cone-shaped bur	st	Caster Level: 8	
Breath a cone of cold that deal 1d4/2 caster levels [max 5	15 15	Fortitude negates	Standard		60 ft. V,S	Yes	Evocation [Air]	PHB: p.238
Effect:			Action			of severe wind emanating	Caster Level: 8	
Blows away or knocks down smaller creatures.  Healing Lorecall	15	N/A		10 minutes/level	out from you to the extrer Personal V,S,		Divination	SC: p.110
Effect:			action	and the first control of the f	Target: You		Caster Level: 8	
Allows caster with Heal ranks to remove other ailments w  Healing Sting	nen usi	ing Conjuration [Healing None	1 standard	n also heal more; see text. Instantaneous	Touch V,S,I	M Yes	Necromancy	SC: p.110
Effect:			action		Target: You and one livin	g creature	Caster Level: 8	
Inflict 1d12 +1/caster level [max +10] to a living creature a	and gaii 15	n an equal amount of H Fortitude partial		1 round/level	Close (45 ft.) V,S,I	DF Yes	Evocation [Light,	SC: p.112
Effect:			action		Target: living creatures w	ithin a 5-ftradius burst	Fire] Caster Level: 8	
Subjects do benefit from concealment, on failed save the	y also ta 15		ch round [ha Standard		Close (45 ft.) V,S,	DF Yes (object)	Transmutation	PHB: p.239
Effect:			Action		Target: Metal equipment	of 1 creature/2 levels, no two	[Fire] Caster Level: 8	
Make metal so hot it damages those who touch it.					of which can be more that of metal, all of which must	n 30 ft. apart; or 25 lb./level t be within a 30-ft. circle		
□□□□ Hold Animal	15	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (180 ft.) V,S	Yes	Enchantment (Compulsion)	PHB: p.241
Effect:					Target: One animal		[Mind-Affecting] Caster Level: 8	
Paralyzes one animal for 1 round/level.  Calculate the second of the sec		None	1 standard	1 round/level	Close (45 ft.) V,S,I	M No	Conjuration	SC: p.128
Effect:			action		Target: One creature/3 le	vels, no two of which are	(Creation) Caster Level: 8	
Make ranged attacks against each target; see text	15	Will negates	1 standard	1 minute/level [D]	more than 30 ft. apart 20 ft. V,DF	Yes (harmless)	Divination	PHB II: p.117
Emiliou i orooption		(harmless)	action		Target: 20-ftradius ema	nation centered on you	Caster Level: 8	
Effect:				you and three allies would make +6].		·	Divination	SC: p.133
All allies get a shared awareness. +2 bonus on Spot and		checks per ally in the ar		10 minutes/level	Personal V,S,I			
				10 minutes/level			Caster Level: 8	
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.	15	N/A	1 standard		Target: You	DF Yes	Caster Level: 8 Necromancy	
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast			1 standard action		Target: You Close (45 ft.) V,S,I	DF Yes		SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.	15	N/A	1 standard action 1 standard action		Target: You  Close (45 ft.) V,S,I  Target: One creature		Necromancy  Caster Level: 8	SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.	15	N/A Will negates	1 standard action 1 standard action	Permanent	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,		Necromancy  Caster Level: 8  Transmutation	
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].	15 15	N/A Will negates N/A	1 standard action  1 standard action  1 standard action	Permanent  1 round/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You	F N/A	Necromancy  Caster Level: 8  Transmutation  Caster Level: 8	SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance	15	N/A Will negates	1 standard action  1 standard action  1 standard action	Permanent	Target: You  Close (45 ft.) V,S,I  Target: One creature  Personal V,S,I  Target: You  Touch V,S		Necromancy  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation	SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gair	15 15 15	N/A Will negates N/A Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 standard action	Permanent  1 round/level  1 minute/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S  Target: One creature	F N/A	Necromancy  Caster Level: 8  Transmutation  Caster Level: 8	SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance	15 15 15	N/A  Will negates [harmless] equal to the caster level Will negates	standard action	Permanent  1 round/level  1 minute/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S  Target: One creature	F N/A No	Necromancy  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation	SC: p.138
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gaintrip or otherwise force the creature to move.	15 15 15 15 15 15 15 15	N/A  Will negates  N/A  Will negates [harmless]  equal to the caster level Will negates [harmless]	standard action	Permanent  1 round/level  1 minute/level  spple, lift, push, bull rush, over-run, throw 1 minute	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S  Target: One creature	F N/A No	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.138 SC: p.139 SC: p.144
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.	15 15 15 15 15 15 15 15	N/A  Will negates  N/A  Will negates [harmless]  equal to the caster level Will negates [harmless]	1 standard action  1 swift action  at 15th level  1 standard	Permanent  1 round/level  1 minute/level  spple, lift, push, bull rush, over-run, throw 1 minute	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S Touch V,S,I Touch V,S,I	F N/A No	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation	SC: p.138 SC: p.139 SC: p.144
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for e	15 15 15 15 15 15 15 20 15 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21	N/A  Will negates  N/A  Will negates [harmless]  equal to the caster level  Will negates [harmless]  caster levels max of +5  N/A	standard action      at 15th level      standard action	Permanent  1 round/level  1 minute/level  1 minute, bull rush, over-run, throw 1 minute	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S Target: One creature  , Touch V,S,I Target: Animal touched	F N/A  No  DF Yes [harmless]	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8	SC: p.138 SC: p.139 SC: p.144 SC: p.146
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for e	15 15 15 15 15 15 15 20 15 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21	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	1 standard action  2 against gra  1 swift action  at 15th level 1 standard action  (s. Standard	Permanent  1 round/level  1 minute/level  1 minute, bull rush, over-run, throw 1 minute	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S  Target: One creature  Touch V,S,  Target: Animal touched  Personal V,S  Target: You	F N/A  No  DF Yes [harmless]	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation	SC: p.138 SC: p.139 SC: p.144 SC: p.146
All allies get a shared awareness. +2 bonus on Spot and Dilbid Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Dilbid Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Dibid Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Dibid Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Dibid Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example of the control of the con	15 15 15 15 15 15 15 avery 3 15 urvival as	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	standard action	Permanent  1 round/level  1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S  Target: One creature  Touch V,S,  Target: Animal touched  Personal V,S  Target: You	F N/A No DF Yes [harmless] N/A M/DF Yes	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example of the control of the	15 15 15 15 15 15 15 avery 3 15 urvival as	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	standard action      standard      standard      standard	Permanent  1 round/level  1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: One creature  Touch V,S,I Target: Animal touched  Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I	F N/A No DF Yes [harmless] N/A M/DF Yes	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fiy at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for extended to the company of the Land  Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Su  Mountain Stance  Effect: Subject gains +4 to Wis for 1 minutes/level.  Reduce Animal  Effect:	15 15 15 15 15 15 15 avery 3 15 urvival as	N/A  Will negates  N/A  Will negates [harmless]  equal to the caster level  Will negates [harmless]  caster levels max of +5  N/A  N/A  Will negates (harmless)	standard action      swift action      at 15th level     standard action      ss.      Standard Action	Permanent  1 round/level  1 minute/level  apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level  1 minute/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S,  Target: One creature  Personal V,S,  Target: Animal touched  Personal V,S,  Target: You  Touch V,S,  Target: Creature touched  Touch V,S,  Target: Creature touched  Touch V,S	F N/A  No  DF Yes [harmless]  N/A  M/DF Yes	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259
All allies get a shared awareness. +2 bonus on Spot and Dilbitation Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text. Dilbitation Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text. Dibitation Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor]. Dibitation Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Dibitation Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example of the company one With the Land  Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Su Dibitation Owl's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level. Dibitation Reduce Animal	15 15 15 15 15 15 15 avery 3 15 urvival as	N/A  Will negates  N/A  Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A  Md Handle Animal check Will negates (harmless)  None  Fortitude negates	standard action      Standard Action  Standard  Standard  Standard  Standard  Standard  Standard  Standard	Permanent  1 round/level  1 minute/level  apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level  1 minute/level	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I Target: Creature touched	F N/A  No  DF Yes [harmless]  N/A  M/DF Yes  No al of Small, Medium, Large, o	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259
All allies get a shared awareness. +2 bonus on Spot and Dilbitation Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text. Dilbitation Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text. Dibitation Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor]. Dibitation Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Dibitation Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example animal gains attack and damage bonus of +1 for example animal gains attack and damage bonus of +1 for example animal gains attack and damage bonus of +1 for example animal gains attack and damage bonus of +1 for example animal gains attack and damage bonus of +1 for example animal animal animal animal.  Dibitation Reduce Animal  Effect: Shrinks one willing animal. Dibitation Resist Energy  Effect:	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A  Will negates  N/A  Will negates [harmless]  equal to the caster level  Will negates [harmless]  caster levels max of +5  N/A  None  Fortitude negates (harmless)	standard action      swift action      standard action      standard action      standard Action      Standard Action  Standard Action	Permanent  1 round/level  1 minute/level  1 minute/level  1 minute  1 hour/level  1 hour/level  1 hour/level [D]	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I Target: You  Touch V,S,I Target: One willing animal thuge size	No  No  No  PF Yes [harmless]  N/A  M/DF Yes  No al of Small, Medium, Large, o  DF Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.269
All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for extended to the company of the Land  Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Su  Mountain Stance  Effect: Subject gains +4 to Wis for 1 minutes/level.  Company of the compan	15 15 15 15 15 15 15 15 15 15 15 15 15 1	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)  None  Fortitude negates (harmless)  Will negates (harmless)	Standard action      Standard Action  Standard Action  Standard Action	Permanent  1 round/level  1 minute/level  1 minute/level  1 minute  1 hour/level  1 hour/level  1 hour/level [D]	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I Target: You  Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: One willing animal Huge size Touch V,S,I	No  No  No  PF Yes [harmless]  N/A  M/DF Yes  No al of Small, Medium, Large, o  DF Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.269
All allies get a shared awareness. +2 bonus on Spot and Dilbitation Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Dilbitation Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Dilbitation Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Dilbitation Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Dilbitation Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example of the company of the compa	15 15 15 15 15 15 15 15 15 15 15 15 15 1	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)  None  Fortitude negates (harmless)  pe.	Standard action      Standard Action  Standard Action  Standard Action	Permanent  1 round/level  1 minute/level  apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level  1 minute/level  1 hour/level [D]  10 minutes/level	Target: You  Close (45 ft.) V,S,  Target: One creature  Personal V,S,  Target: You  Touch V,S,  Target: One creature  Personal V,S,  Target: Animal touched  Personal V,S  Target: You  Touch V,S,  Target: Creature touched  Touch V,S,  Target: One willing animal Huge size  Touch V,S,  Target: Creature touched	No  No  No  No  No  N/A  M/DF Yes  No al of Small, Medium, Large, o  DF Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.269
All allies get a shared awareness. +2 bonus on Spot and Dilbitstening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text. Dibitstening Lorecall  Effect: Creates an indelible mark on the subjects face; see text. Dibitstening Mark of the Outcast  Effect: Fly at 90 ft. [or 60 if med or hvy armor]. Dibitstening Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Dibitstening Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for extening one With the Land  Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Su Dibitstening Nature Stance  Effect: Subject gains +4 to Wis for 1 minutes/level. Dibitstening Aging animal. Resist Energy  Effect: Ignores first 20 points of damage/attack from specified er Dibitstening Aging and Aging	15 15 15 15 15 15 15 15 15 15 15 15 15 1	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)  None  Fortitude negates (harmless)  Will negates (harmless)	standard action      standard Action	Permanent  1 round/level  1 minute/level  apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level  1 minute/level  1 hour/level [D]  10 minutes/level	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I Target: One willing animal Huge size Touch V,S, Target: Creature touched	No  No  No  No  No  N/A  M/DF Yes  No al of Small, Medium, Large, o  DF Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Conjuration (Healing)	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.269
All allies get a shared awareness. +2 bonus on Spot and Dilbin Listening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text. Dilbin Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text. Dilbin Master Air  Effect: Fiy at 90 ft. [or 60 if med or hvy armor]. Dilbin Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Dilbin Nature's Favor  Effect: Target animal gains attack and damage bonus of +1 for expect	15 15 15 15 15 15 15 15 15 15 15 15 15 1	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	standard action	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  Instantaneous	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: You  Touch V,S,I Target: One willing animal touched Touch V,S, Target: One willing animal touched Touch V,S, Target: Creature touched Touch V,S, Target: Creature touched Touch V,S Target: Creature touched	No  No  No  No  No  No  No  No  No  al of Small, Medium, Large, o  DF Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.272  PHB: p.272
All allies get a shared awareness. +2 bonus on Spot and Dilbitstening Lorecall  Effect: Gain +4 insight bonus on Listen checks; see text.  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.  Master Air  Effect: Fly at 90 ft. [or 60 if med or hvy armor].  Mountain Stance  Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move.  Mature's Favor  Effect: Target animal gains attack and damage bonus of +1 for example of the properties of the properties of the creature to move.  Ceffect: Ceain +2 insight bonus to Move Silently, Search, Hide, Su  Mountain Stance  Effect: Subject gains +4 to Wis for 1 minutes/level.  Ceffect: Subject gains +4 to Wis for 1 minutes/level.  Ceffect: Subject gains +4 to Wis for 1 minutes/level.  Ceffect: Shrinks one willing animal.  Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability dama	15 15 15 15 15 15 15 15 15 15 15 15 15 1	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	standard action	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  Instantaneous	Target: You  Close (45 ft.) V,S,I Target: One creature  Personal V,S,I Target: You  Touch V,S,I Target: Animal touched Personal V,S Target: Animal touched Personal V,S Target: You  Touch V,S,I Target: One willing animal thuge size Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: Creature touched	No  No  No  No  No  No  No  No  No  al of Small, Medium, Large, o  DF Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Evocation	SC: p.138  SC: p.139  SC: p.144  SC: p.146  SC: p.149  PHB: p.259  PHB: p.272  PHB: p.272

				Druid Spells					
□□□□□ Scent		None	1 standard action	10 minutes/level	Touch V	/,S,M	Yes [harmless]	Transmutation	SC: p.180
Effect: Bestows Scent ability with all the same powers.			aonon		Target: Creature touc	hed		Caster Level: 8	
Share Husk	15	Will negates		1 minute/level	Touch V	/,S,M	Yes	Divination	SC: p.187
Effect:		[harmless]	action		Target: Animal touche	ed		Caster Level: 8	
You can sense all the stimuli the target animal senses. Snake's Swiftness, Mass	15	Will negates	1 standard	Instantaneous	Medium (180 ft.) V	/,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect:		[harmless]	action		Target: Allied creature	es in a 20-	ftradius burst	Caster Level: 8	
Subjects may make another single attack melee or range	d; see t	ext. None	Standard	Instantaneous	-		No	Transmutation	PHB: p.280
Soften Earth and Stone		None	Action	motantanoous				[Earth]	1 11 <i>B</i> . p.200
Turns stone to clay or dirt to sand or mud.					Target: 10 ft./level squ			Caster Level: 8	
Spider Climb	15	Will negates (harmless)	Standard Action	10 minutes/level		/,S,M	Yes (harmless)	Transmutation	PHB: p.283
Effect: Grants ability to walk on walls and ceilings.					Target: Creature touc	hed		Caster Level: 8	
□□□□□ Splinterbolt		None	1 standard action	Instantaneous	Close (45 ft.)	/,S,M	No	Conjuration (Creation)	SC: p.203
Effect: Make ranged attack to hit, on hit deal 4d6 piercing damag	ne and t	hreatens on 18-20. See	text		Target: One or more s	streams of	f splinters	Caster Level: 8	
□□□□□ Summon Nature's Ally II	go una t	None		1 round/level [D]	Close (45 ft.)	/,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect:							no two of which can be		
Calls creature to fight.		None	1 round	Concentration + 2 rounds	more than 30 ft. apart Close (45 ft.)	/,S,M/DF	No	Conjuration	PHB: p.289
Effect:					Target: One swarm of	f bats, rats	s, or spiders	(Summoning) Caster Level: 8	
Summons swarm of bats, rats, or spiders.		None	1 round	10 minutes/level [D]	-		Yes [harmless]	Transmutation	SC: p.217
Effect:				· · · · · · · · · · · · · · · · · · ·	Target: One creature	,		[Water] Caster Level: 8	• • •
Gain swim speed and +8 to Swim checks.		None	1 cruifs	1 round	-	,	No		SC: p 224
Tiger's Tooth		None	1 swift action	1 round	touched		INU	Transmutation	SC: p.221
Effect: As greater magic fang.					Target: You			Caster Level: 8	
□□□□□ Train Animal	15	Will negates [harmless]	10 minutes	1 hour/level	Touch V	/,S,DF	Yes [harmless]	Enchantment (Charm)	SC: p.221
Effect:					Target: Animal touche	ed		[Mind-Affecting] Caster Level: 8	
You temporarily boost the number of tricks that an animal Tree Shape	knows	None	Standard	1 hour/level [D]	Personal V	/,S, DF	No	Transmutation	PHB: p.296
Effect:			Action		Target: You	,-,		Caster Level: 8	
You look exactly like a tree for 1 hour/level.	15	Will negates (object)	Standard	Instantaneous		/,S	Yes (object)	Transmutation	PHB: p.300
□□□□□ Warp Wood	15	will riegates (object)	Action	IIIstantaneous					FПВ. р.300
Effect: Bends wood [shaft, handle, door, plank].					Target: One Small wo 20-ft. radius			Caster Level: 8	
□□□□ Wings of Air		None	1 standard action	1 minute/level	Touch V	/	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.					Target: Winged create	ure touche	ed	Caster Level: 8	
□□□□ Winter's Embrace	15	Fortitude negates	1 standard action	1 round/level	Close (45 ft.) V	/,S	Yes	Evocation [Cold]	SC: p.241
Effect:					Target: One creature			Caster Level: 8	
Creature fails it's save takes 1d8 cold damage each round	d: see te	ext.			=				
Creature fails it's save takes 1d8 cold damage each round	d; see to 15	ext. Will negates (object)		Instantaneous	Touch V	/,S, DF	Yes (object)	Transmutation	PHB: p.303
□□□□ Wood Shape  Effect:			Standard Action	Instantaneous	Target: One touched		Yes (object) rood no larger than 10		PHB: p.303
□□□□□ Wood Shape			Action 1 standard	Instantaneous	Target: One touched   cu. ft. + 1 ft./level		, , ,		PHB: p.303 SC: p.243
Effect: Rearranges wooden objects to suit you. Wracking Touch Effect:	15	Will negates (object)  Fortitude half	Action  1 standard action		Target: One touched   cu. ft. + 1 ft./level	piece of w	rood no larger than 10	Caster Level: 8	
Effect: Rearranges wooden objects to suit you.  Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea	15 15 k attack	Will negates (object)  Fortitude half	Action  1 standard action	Instantaneous	Target: One touched cu. ft. +1 ft./level Touch V Target: Creature touch	piece of w	rood no larger than 10	Caster Level: 8  Necromancy  Caster Level: 8	SC: p.243  Custom: Frostburn
☐☐☐☐☐ Wood Shape  Effect: Rearranges wooden objects to suit you. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	15 15 k attack	Will negates (object)  Fortitude half  damage if you posses	Action  1 standard action s the ability.	Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch V Target: Creature touc Medium (180 ft.) V	piece of w	rood no larger than 10 Yes	Caster Level: 8  Necromancy  Caster Level: 8  Conjuration [Cold]	SC: p.243
Effect: Rearranges wooden objects to suit you.  Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea	15 15 k attack	Will negates (object)  Fortitude half  damage if you posses	1 standard action s the ability. Standard	Instantaneous 8 rounds	Target: One touched cu. ft. +1 ft./level Touch V Target: Creature touc	piece of w	rood no larger than 10 Yes	Caster Level: 8  Necromancy  Caster Level: 8	SC: p.243
☐☐☐☐ Wood Shape  Effect: Rearranges wooden objects to suit you. ☐☐☐☐ Wracking Touch  Effect: Deal td6 +1 per caster level [max +10] plus you get snea ☐☐☐☐ Zone of Glacial Cold  Effect:	15 15 k attack	Will negates (object)  Fortitude half  damage if you posses	1 standard action s the ability. Standard	Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch V Target: Creature touc Medium (180 ft.) V	piece of w	rood no larger than 10 Yes	Caster Level: 8  Necromancy  Caster Level: 8  Conjuration [Cold]	SC: p.243  Custom: Frostburn
□□□□□ Wood Shape  Effect: Rearranges wooden objects to suit you. □□□□□□ Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea □□□□□□ Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.	15 15 k attack 15	Will negates (object)  Fortitude half  a damage if you posses  Fort half  Saving Throw	Action  1 standard action s the ability. Standard Action  Time	Instantaneous 8 rounds LEVEL 3 Duration	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touc  Medium (180 ft.)  Target: 20-ftradius	piece of w /,S hed /,S,M	ood no larger than 10 Yes No Spell Resistance	Caster Level: 8  Necromancy Caster Level: 8  Conjuration [Cold] Caster Level: 8  School	SC: p.243  Custom: Frostburn Pg.106  Source
Wood Shape  Effect: Rearranges wooden objects to suit you.  Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal  Cone deals 1d6 cold damage each round.	15 15 k attack 15	Will negates (object)  Fortitude half  damage if you posses  Fort half	Action  1 standard action s the ability. Standard Action  Time	Instantaneous 8 rounds LEVEL 3	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touc  Medium (180 ft.)  Target: 20-ftradius  Range Touch  S	piece of w /,S hed /,S,M	yes  No  Spell Resistance Yes [harmless]	Caster Level: 8  Necromancy Caster Level: 8  Conjuration [Cold] Caster Level: 8  School Transmutation	SC: p.243  Custom: Frostburn Pg.106
Wood Shape  Effect: Rearranges wooden objects to suit you.  Claim Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea  Claim Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.	15  k attack 15  DC 16	Will negates (object)  Fortitude half  damage if you posses  Fort half  Saving Throw  Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text	Target: One touched cu. ft. + 1 ft./level Touch V Target: Creature touc Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature	piece of w /,S hed /,S,M  Comp. 6,M/DF	yes  No  Spell Resistance Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8
Wood Shape  Effect: Rearranges wooden objects to suit you.  Click Control Cont	15 15 k attack 15	Will negates (object)  Fortitude half  c damage if you posses  Fort half  Saving Throw  Will negates	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous 8 rounds LEVEL 3 Duration	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  V  Target: 20-ftradius  Range Touch S  Target: Living creature Close (45 ft.)	piece of w /,S hed /,S,M  Comp. S,M/DF es touched	vood no larger than 10 Yes No Spell Resistance Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation	SC: p.243  Custom: Frostburn Pg.106  Source
Wood Shape  Effect: Rearranges wooden objects to suit you.  Claim Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea  Claim Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.	15  k attack 15  DC 16	Will negates (object)  Fortitude half  s damage if you posses  Fort half  Saving Throw  Will negates [harmless]  Will negates	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text	Target: One touched cu. ft. + 1 ft./level Touch V Target: Creature touc Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature	piece of w //,S hed //,S,M  Comp. S,M/DF es touched //,S,DF creatures,	vood no larger than 10 Yes No Spell Resistance Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8
Wood Shape  Effect: Rearranges wooden objects to suit you.  Company Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snead  Company	15  k attack 15  DC 16	Will negates (object)  Fortitude half  s damage if you posses  Fort half  Saving Throw  Will negates [harmless]  Will negates	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touce Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature Close (45 ft.) V Target: One or more comore than 30 ft. apart	piece of w //,S hed //,S,M  Comp. S,M/DF es touched //,S,DF creatures,	vood no larger than 10 Yes No Spell Resistance Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8
Wood Shape  Effect: Rearranges wooden objects to suit you.  Clinical Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal  Clinical Cold  Effect: Zone deals 1d6 cold damage each round.  Name  Clinical Air Breathing  Effect: Grants creatures the ability to breath air.  Clinical Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures.  Clinical Cold  Air Breathing  Effect: Same as algin fang, but on multiple creatures.	15  k attack 15  DC 16	Will negates (object)  Fortitude half  a damage if you posses  Fort half  Saving Throw  Will negates [harmless]  Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  V Target: 20-ftradius  Range Touch S Target: Living creature Close (45 ft.)  V Target: One or more more than 30 ft. apart Close (45 ft.)	piece of w //,S hed //,S,M  Comp. b,M/DF es touched //S,DF creatures,	yes  No  Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9
## Wood Shape  Effect: Rearranges wooden objects to suit you.	15 15 k attack 15  DC 16  16	Will negates (object)  Fortitude half  c damage if you posses  Fort half  Saving Throw  Will negates [harmless]  Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action  1 immediate action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touce Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature Close (45 ft.) V Target: One or more comore than 30 ft. apart Close (45 ft.) V Target: One creature	piece of w /,S hed /,S,M  Comp. 6,M/DF es touched /,S,DF correatures,	yes  No  Spell Resistance Yes [harmless]  d Yes [harmless]  no two of which are No	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9
## Wood Shape  ### Effect:  Rearranges wooden objects to suit you.	15  15  k attack 15  DC 16	Will negates (object)  Fortitude half  a damage if you posses  Fort half  Saving Throw  Will negates [harmless]  Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action  1 immediate	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch  Medium (180 ft.)  V  Target: 20-ftradius  Range Touch S  Target: Living creature Close (45 ft.)  V  Target: One or more more than 30 ft. apart Close (45 ft.)  V  Target: One creature Touch	piece of w /,S shed /,S,M Comp. S,M/DF es toucher /,S,DF creatures, i,,X	yes  No  Spell Resistance Yes [harmless]  d Yes [harmless]  no two of which are No	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9
Effect:  Rearranges wooden objects to suit you.  Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal  Cone deals 1d6 cold damage each round.  Name  Cone deals 1d6 cold damage each round.	15 15 k attack 15  DC 16 16 16 ntty on,	Will negates (object)  Fortitude half  a damage if you posses Fort half  Saving Throw  Will negates [harmless]  Will negates [harmless]  None	Action  1 standard action s the ability. Standard Action  Time 1 standard action  5.	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range Touch S Target: Living creature Close (45 ft.) V Target: One or more to more than 30 ft. apart Close (45 ft.) V Target: One creature/ Touch V Target: One creature/	piece of w //S hed //S,M  Comp. B,M/DF es touched //S,DF creatures, //X //S,M/DF //3 levels	No  Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101
## Wood Shape  ### Effect: Rearranges wooden objects to suit you.  ### Wracking Touch  ### Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Effect: Zone deals 1d6 cold damage each round.    Name  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Effect: ### Crants creatures the ability to breath air.  ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Effect: ### Air Breathing  ### Effect: ### Deal 1d6 +1 per caster level [max +10] plus you get sneal  ### Effect: ### Air Breathing  ### Air Breathing  ### Effect: ### Air Brea	15 15 k attack 15  DC 16 16 16 ntty on,	Will negates (object)  Fortitude half  damage if you posses  Fort half  Saving Throw  Will negates [harmless]  None	Action  1 standard action s the ability. Standard Action  Time 1 standard action  5.	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  Target: 20-ftradius  Range Touch S  Target: Living creature Close (45 ft.)  Target: One or more one of the superior of the superio	piece of w //S hed //S,M  Comp. B,M/DF es touched //S,DF creatures, //X //S,M/DF //3 levels	yes  No  Spell Resistance Yes [harmless]  d Yes [harmless]  no two of which are No	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9
Effect: Rearranges wooden objects to suit you.  Company Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snead  Company Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.  Name  Company Air Breathing  Effect: Grants creatures the ability to breath air.  Company Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures.  Company Alter Fortune  Effect: Target must reroll any die roll it just made taking the seco	15  15  k attack 15  DC 16  16  16  ntly on, 16	Will negates (object)  Fortitude half  damage if you posses Fort half  Saving Throw Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack.	Action  1 standard action s the ability. Standard Action  Time 1 standard action  5. 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  V Target: 20-ftradius  Range Touch S Touch S Target: Living creature Close (45 ft.)  V Target: One or more one than 30 ft. apart Close (45 ft.)  Target: One creature Touch V Target: One creature Personal V Target: You	piece of w /,S hed /,S,M  Comp. 6,M/DF es toucher /,S,DF correatures, /,X  /,S,M/DF /3 levels /,S,M	No Spell Resistance Yes [harmless] d Yes [harmless] No No N/A	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29
Effect: Crants creatures the ability to breath air. Crants creatures the ability to breath air. Crants creatures the ability to breath air. Carants creatures ability to breath air. C	15  15  k attack 15  DC 16  16  16  ntly on, 16	Will negates (object)  Fortitude half  c damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A	Action  1 standard action s the ability. Standard Action  Time 1 standard action  5. 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  V Target: 20-ftradius  Range Touch S Touch S Target: Living creature Close (45 ft.)  V Target: One or more one than 30 ft. apart Close (45 ft.)  Target: One creature Touch V Target: One creature Personal V Target: You	piece of w //S hed //S,M  Comp. B,M/DF es touched //S,DF creatures, //X //S,M/DF //3 levels	No  Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101
Effect: Rearranges wooden objects to suit you.  """ Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get snea  """ Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.  Name  """ Air Breathing  Effect: Grants creatures the ability to breath air.  """ Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures.  """ Alter Fortune  Effect: Target must reroll any die roll it just made taking the seco  """ Attune Form  Effect: Attunes the affected creatures to the plane you are currer  """ Bite of the Werewolf  Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. to Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. to Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. to Effect:  Effect:	15 15 k attack 15  DC 16 16 16  ntty on, 16 Gain Bi	Will negates (object)  Fortitude half  a damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates	1 standard action  Time 1 standard Action  Time 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level	Target: One touched cu. ft. + 1 ft./level Touch  Target: Creature touch Medium (180 ft.)  V Target: 20-ftradius  Range Touch S Touch S Target: Living creature Close (45 ft.)  V Target: One or more one than 30 ft. apart Close (45 ft.)  Target: One creature Touch V Target: One creature Personal V Target: You	piece of w /,S hed /,S,M  Comp. S,M/DF es toucher /,S,DF creatures, /,X /,S,M/DF //S levels /,S,M	No Spell Resistance Yes [harmless] d Yes [harmless] No No N/A	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8  School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29
Effect: Rearranges wooden objects to suit you.  Claim Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal  Claim Zone of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.  Name  Claim Air Breathing  Effect: Grants creatures the ability to breath air.  Claim Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures.  Claim Alter Fortune  Effect: Target must reroll any die roll it just made taking the second and th	15 15 k attack 15  DC 16 16 16  ntty on, 16 Gain Bi	Will negates (object)  Fortitude half  a damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature Close (45 ft.) V Target: One or more more than 30 ft. apart Close (45 ft.) V Target: One creature Touch V Target: One creature/ Personal V Target: You Touch V Target: You Touch V Target: You	piece of w /,S hed /,S,M  Comp. S,M/DF es toucher /,S,DF creatures, /,X /,S,M/DF //S levels /,S,M	No Spell Resistance Yes [harmless] d Yes [harmless] No No N/A	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8  School Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29
Effect: Rearranges wooden objects to suit you.  Classification: Deal 1d6 +1 per caster level [max +10] plus you get snead and the plane of Glacial Cold  Effect: Zone deals 1d6 cold damage each round.  Name Classification: Air Breathing  Effect: Grants creatures the ability to breath air. Classification: Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures. Classification: Alter Fortune  Effect: Attunes the affected creatures to the plane you are current and the plane of the Werewolf  Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. Classification: Cl	15 15 16 16 16 16 Gain Bi 16	Will negates (object)  Fortitude half  c damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 standard action  1 standard action  1 standard action s. 1 standard action  1 standard action  1 standard action  1 round	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  1 minute/level	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creature Close (45 ft.) V Target: One or more concert than 30 ft. apart Close (45 ft.) V Target: One creature Touch V Target: One creature Personal V Target: You Touch V Target: Creature touch Medium (180 ft.) V Target: Creature touch	piece of w /,S hhed /,S,M  Comp. S,M/DF es touched /,S,DF creatures, /,X /,S,M/DF //3 levels /,S,M	No Spell Resistance Yes [harmless] d Yes [harmless] No N/A N/A Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8  School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32
Effect: Rearranges wooden objects to suit you.	15  15  k attack 15  DC 16  16  16  16  Gain Bi 16  16  16  16  16  16	Will negates (object)  Fortitude half  c damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  1 minute/level	Target: One touched cu. it. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range Touch S Target: Living creature Close (45 ft.) V Target: One or more of the second current curr	piece of w /,S hhed /,S,M  Comp. S,M/DF es touched /,S,DF creatures, /,X /,S,M/DF //3 levels /,S,M	No Spell Resistance Yes [harmless] d Yes [harmless] No N/A N/A Yes [harmless]	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32
Effect: Carants creatures the ability to breath air. Carants are algin fang, but on multiple creatures.  Effect: Target must reroll any die roll it just made taking the secondard attunes the affected creatures to the plane you are currer.  Effect: Carants creatures the ability to breath air. Carants or a bility to breath air. Calls down one lightning bolt/level [max 10] over duration c	15 15 16 16 16 16 16 16 16 16 16 16 16	Will negates (object)  Fortitude half  It damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex partial; see text	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level	Target: One touched cu. it. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range Touch S Target: Living creature Close (45 ft.) V Target: One or more of the second current curr	piece of w /,S hhed /,S,M  Comp. B,M/DF es touched /,S,DF creatures, B,/,X /,S,M/DF	No  Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No  N/A  N/A  Yes [harmless]  Yes vertical lines of	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207
Effect: Rearranges wooden objects to suit you.  Dal 1d6 +1 per caster level [max +10] plus you get sneal Dal 1d6 +1 per caster level [max +10] plus you get sneal Dal 1d6 +1 per caster level [max +10] plus you get sneal Dal 2 one of Glacial Cold Effect: Zone deals 1d6 cold damage each round.  Name Dal Air Breathing Effect: Grants creatures the ability to breath air. Dal Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Dal Alter Fortune  Effect: Target must reroll any die roll it just made taking the seco Dal Attune Form Effect: Attunes the affected creatures to the plane you are currer Dal Bite of the Werewolf Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Dal Blindsight Effect: Grant blindsight to 30 ft. Dal Call Lightning Effect: Calls down one lightning bolt/level [max 10] over duration Capricios Zephyr Effect: Ball of swirling dust and air that bull rush attacks with a +6	15 15 16 16 16 16 16 16 16 16 16 16 16	Will negates (object)  Fortitude half  A damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates [harmless]  Reflex half  er bolt] from sky; 3d10 i None and Reflex partial; see text exture it encounters as Will negates	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 round  1 outdoors s 1 standard action  1 round  1 round	Instantaneous  8 rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touch Medium (180 ft.)  Target: 20-ftradius  Range Touch S Touch S Target: Living creature Close (45 ft.)  Target: One or more one than 30 ft. apart Close (45 ft.)  Target: One creature Touch V Target: One creature Touch V Target: You Touch V Target: Creature touch Medium (180 ft.) V Target: One or more S lightning Medium (180 ft.) V Target: 5-ftdiameter	piece of w /,S hed /,S,M  Comp. S,M/DF es toucher /,S,DF creatures, /,X  /,S,M/DF /,	No  Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No  N/A  N/A  Yes [harmless]  Yes vertical lines of	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8  School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Evocation [Air]	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207
Effect: Rearranges wooden objects to suit you.  Classified: Deal 1d6 +1 per caster level [max +10] plus you get snea Classified: Zone deals 1d6 cold damage each round.  Name Classified: Grants creatures the ability to breath air. Classified: Same as algin fang, but on multiple creatures. Classified: Target must reroll any die roll it just made taking the seco Classified: Attunes the affected creatures to the plane you are currer Classified: Cain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Calls down one lightning  Effect: Calls down one lightning  Effect: Calls down one lightning bolt/level [max 10] over duration Capricios Zephyr  Effect: Calls down one lightning bolt/level [max 10] over duration Capricios Zephyr  Effect:	15 15 16 16 16 16 16 16 16 16 16 16 16 16 16	Will negates (object)  Fortitude half  c damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  te attack. Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex partial; see text reature it encounters as	Action  1 standard action s the ability. Standard Action  Time 1 standard action  1 round  1 outdoors s 1 standard action  1 round  1 round	Instantaneous  B rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  tormy area. 1 round/level  caster. Movement 30 ft); see text	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touc Medium (180 ft.) V Target: 20-ftradius  Range Touch S Target: Living creature Close (45 ft.) V Target: One or more one than 30 ft. apart Close (45 ft.) V Target: One creature Personal V Target: One creature V Target: Creature touc Medium (180 ft.) V Target: One or more 3 lightning Medium (180 ft.) V Target: 5-ftdiameter Touch V Target: 5-ftdiameter	piece of w /,S piece of w /,S hed /,S,M  Comp. S,M/DF es toucher /,S,DF creatures, i,,X /,S,M/DF /,S,M/DF /,S,M /,S,M /,S,M /,S,M /,S,M /,S /,S,DF	No Spell Resistance Yes [harmless] d Yes [harmless] No N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8 School Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Evocation [Air] Caster Level: 8	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43
Effect: Rearranges wooden objects to suit you.	15 15 16 16 16 16 16 16 16 16 16 16 16 16 18 18 18 18 18 18 18 18 18 18 18 18 18	Will negates (object)  Fortitude half  A damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  N/A  te attack. Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex partial; see text reature it encounters as Will negates [harmless]	Action  1 standard action s the ability. Standard Action  Time 1 standard action	Instantaneous  B rounds  LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  tormy area. 1 round/level  caster. Movement 30 ft]; see text  1 round/level [D]	Target: One touched cu. ft. + 1 ft./level Touch Target: Creature touch Medium (180 ft.) V Target: 20-ftradius  Range Council Starget: Living creature Close (45 ft.) V Target: One or more comore than 30 ft. apart Close (45 ft.) V Target: One creature/ Personal V Target: You Touch V Target: Creature touch Medium (180 ft.) V Target: S-ftdiameter Touch V Target: 5-ftdiameter Touch V Target: 5-ftdiameter Touch V Target: 5-ftdiameter Touch V Target: Living creature	piece of w /,S piece of w /,S hed /,S,M  Comp. S,M/DF es toucher /,S,DF creatures, i,,X /,S,M/DF /,S,M/DF /,S,M /,S,M /,S,M /,S,M /,S,M /,S /,S,DF	No Spell Resistance Yes [harmless] d Yes [harmless] No N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 8 Necromancy Caster Level: 8 Conjuration [Cold] Caster Level: 8  School Transmutation Caster Level: 8 Evocation [Electricity] Caster Level: 8 Evocation [Air] Caster Level: 8 Transmutation	SC: p.243  Custom: Frostburn Pg.106  Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43

Effect:
Get direction and general status of a known target.

Martin					Druid Spells				
Page	LILILIContagion	16	Fortitude negates		Instantaneous	Touch V,S	Yes	Necromancy [Evil]	PHB: p.213
Company   Comp						Target: Living creature touch	ed	Caster Level: 8	
Part		16	Fortitude negates		1 round/level [D]	10 ft. V,S,DF	Yes	Evocation [Cold]	SC: p.52
Marriad Marr		our area	a of effect. Creatures so		ve -2 to Str & Dev. move at half speed fr			Caster Level: 8	
Part	as ong as they remain in the area.	our arce					Von	Illusion (Figment)	90: n ==
March   Marc	• , ,		None		i round/level		res	[Sonic]	SC: p.55
Control   Cont									
Continue to the part of the	Crown of Clarity	16			1 hour/level [D] or until discharged	Touch V,S,F	Yes (harmless)	Divination	PHB II: p.107
Control   Cont		oject dis	scharges spell gain +8 o	n a single S	pot or Listen check.	Target: Creature touched		Caster Level: 8	
Continue	Crumble	16	Fortitude half [object]		Instantaneous	Medium (180 ft.) V,S	Yes [object]	Transmutation	SC: p.56
Control   Cont		hardnes	ss: see text			Target: One structure or cons	struct	Caster Level: 8	
Part			Will half (harmless);		Instantaneous	Touch V,S			PHB: p.216
			See lext	Action		Target: Creature touched	IGAL		
Page			None		10 minutes/level [D]	Touch V,S	No	Evocation [Light]	PHB: p.216
Designation   1	Effect:			Action		Target: Object touched		Caster Level: 8	
Company   Comp		16	Fortitude negates	1 standard	Instantaneous	Medium (180 ft.) V,S,DF	Yes	Necromancy	SC: p.62
The content of the part of of t	·		, and the second	action					
Actions about our plants of the product of animal plants.	Deal 1d6 plus 1/3 caster levels [max +5].		None	Standard	Instantaneous		No		PHR: p 221
			None		Instantaneous		NO		r 11b. p.221
Contract	Reduces size or blights growth of normal plants.		NAPH .		4 10 1	-	V.		DUD . CT
Page   Company in the respect from the proportional respect from the property in the respect from the property of the proper	Dominate Animal	16	vvill negates	1 round	1 round/level	Ciose (45 ft.) V,S	Yes	(Compulsion)	PHB: p.224
Suppose   Supp						Target: One animal			
Control   Cont	, ,	16	Reflex partial: see text	t 1 standard	Instantaneous	-	Yes	Evocation [Air]	SC: p.72
Description   Process			, ,						•
Case   Part	Either send a flying creature down 50 ft. or 100 ft. They to								SC: p.76
Cabus   Cabu		10			i initiate/level				55. p.76
Character   Company   Co	Earth and stone damage is treated as nonlethal [includes								
Effect: Choose a wardy type and it causes 10th 4-floater level [rest + 20], You may double to danage it you hoppe a son and take the demonstrative or you.  Choose a wardy type and it causes 10th 4-floater level [rest + 20], You may double to danage it you hoppe a son and take the demonstrative or you.  Effect: Effect: Effect: Effect: Effect: Effect: Fire you accomptably while for you can start a grapple as a feet soci, well grapple when. Deals an additional 20th danage for you hoppe a son and take the demonstrative or you.  Fire you accomptably while for you can start a grapple as a feet son, well grapple when. Deals an additional 20th danage for you hoppe a son and take the demonstrative or you have a deal or you have a feet of the your can start a grapple as a feet of while you can star	□□□□ Energy Vortex	16	Reflex half		Instantaneous	20 ft. V,S	Yes	[Choose:Acid,	SC: p.81
Continue									
		[max +	20]. You may double th	ne damage i	f you forgoe a save and take the damag		20-ftradius burst	Caster Level: 8	
	as well.						Yes [harmless]	Transmutation	SC: p.83
Such this you successfully within the you can start a grappile as a free action, a grappile which you shall an additional 256 damage for grappile within 1 or forthfelding actions   Flagged You   F	u u								
	Each time you successfully strike foe you can start a gra	pple as	a free action, +8 grapp	le check. De	eals an additional 2d6 damage for grapp			Oddier Ecver. 0	
and St Modeller. Bludgeoning Damage deal is 169 - Str Modelliner. Also garl + Lorus on Climbro-Hose Invalidation (Price Wings)    Filect	□□□□□ Evard's Manacing Tentacles				1 round/level	Personal V,S,M		Transmutation	PHB II: p.113
Effect: Soliton addition and flower Silventy House set to the specific property of the specific	Effect:		dia	action		Target: You			PHB II: p.113
Second Comparison   Seco	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Mo	odifier. A	Also gain +4 bonus on C	action k an oppone Climb checks	ent in range using your base attack bonus	Target: You is		Caster Level: 8	
## Action	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Mo	odifier. A	Also gain +4 bonus on C	action k an oppone Climb checks	ent in range using your base attack bonus	Target: You is Personal V,S,M,F	N/A	Caster Level: 8  Transmutation [Fire]	
This pell functions like fly, except as noted.    Caster Level: 8   Caster Level: 8	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Fire Wings  Effect:	odifier. A	Also gain +4 bonus on C N/A	action k an oppone Climb checks	ent in range using your base attack bonus	Target: You IS Personal V,S,M,F Target: You		Caster Level: 8  Transmutation [Fire]	SC: p.93
Series   Personal   No.   Series   Personal   No.   Per	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Fire Wings Effect: Attack or Fly; see text.	odifier. A	Also gain +4 bonus on C N/A	action k an oppone Climb checks 1 round	ent in range using your base attack bonu s 1 minute/level	Target: You is Personal V,S,M,F Target: You		Caster Level: 8  Transmutation [Fire] Caster Level: 8	SC: p.93
Filed:   Gards   None   1 swift   1 round/level   2 swift   1 round/level   2 swift   1 round/level   2 swift   3 round/level   2 swift   3 round/level   2 swift   3 round/level   2 swift   3 round/level	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. At a free and the strength of th	odifier. A	Also gain +4 bonus on C N/A	action k an oppone Climb checks 1 round	ent in range using your base attack bonu s 1 minute/level	Target: You  Personal V,S,M,F  Target: You  Personal V		Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation	SC: p.93
Series   S	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	odifier. A	Also gain +4 bonus on G N/A N/A	action k an oppone Climb checks 1 round  1 swift action  1 standard	ent in range using your base attack bonus 1 minute/level 1 round	Target: You  Personal V,S,M,F  Target: You  Parget: You	N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8	SC: p.93 SC: p.96
Effect: Pebbles become boulders; see text    Gath   Fortiude negates   Action   Fortiude negates   Action   Pebbles   Action   Fortiude negates   Action   Pebbles   Action   Pebbles   Pe	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  This spell functions like fly, except as noted.  Forestfold  Effect:	16 16	Also gain +4 bonus on G N/A N/A N/A	action k an oppone Climb checks 1 round  1 swift action  1 standard	ent in range using your base attack bonus 1 minute/level 1 round	Target: You           S           Personal         V,S,M,F           Target: You           Personal         V           Target: You           Personal         V,S	N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation	SC: p.93 SC: p.96
Effect: Deals 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Save ends the spell and the effect. Deal 1dd constitution per round. Sav	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Attack or Fly; see text.	16 16	Also gain +4 bonus on C N/A N/A N/A	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 swift	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D]	Target: You S  Personal V,S,M,F  Target: You Personal V  Target: You Personal V,S  Target: You	N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation	SC: p.93 SC: p.96 SC: p.98
Effect: Gain an additional pair of arms; see text    Fortitude partial   1 standard Instantaneous action   1	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16	Also gain +4 bonus on C N/A N/A N/A	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 swift	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D]	Target: You  Personal V,S,M,F  Target: You  Personal V  Target: You  Personal V,S  Target: You  Personal V,S,M	N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth]	SC: p.93 SC: p.96 SC: p.98
Gain an additional pair of arms; see text    Caster Level: 8	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16	Also gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 swift action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level	Personal V,S,M,F Target: You Personal V Target: You Personal V,S Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels	N/A N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105
Effect: Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal healt with or without save].  Target Den Creature  Caster Level: 8  Evocation [Cold]  SC: p.118  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.  16 Fortitude partial 1 standard Instantaneous action action action  16 Fortitude partial 1 standard Instantaneous action  Action Target: One creature  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be sturned for 1d4 rounds.  Target: One lance of ice  Caster Level: 8  Caster Le	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16	Also gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 swift action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level	Target: You           Personal         V,S,M,F           Target: You         V           Personal         V,S           Target: You         V,S,M           Personal         V,S,M           Target: One pebble/3 levels         Touch           V,S,M	N/A N/A	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation	SC: p.93 SC: p.96 SC: p.98 SC: p.105
Target becomes faitjued lift becomes exhausted], takes 28f nonlethal heat (with or without save).    Close (45 ft.)   V.S   Yes   Evocation [Cold]   SC: p.118	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  Attack or Fly; see text.  This spell functions like fly, except as noted.  Forestfold  Effect: Grants +10 competence bonus on Hide and Move Silentt  Grants +10 compete	16 16 16 16 y check	Also gain +4 bonus on C N/A N/A N/A N/A None Fortitude negates [harmless]	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 swift action  1 swift action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level	Personal   V,S,M,F	N/A N/A No Yes [harmless]	Transmutation [Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106
Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and regates fatigue.  Deal 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and regates fatigue.  Diffect: Deal 1d6 constitution per round. Save ends the spell and the effect: Deal 1d4 constitution per round. Save ends the spell and the effect: Deal 1d4 constitution per round. Save ends the spell and the effect: Deal 1d4 constitution per round. Save ends the spell and the effect: Deal 1d4 constitution per round. Save ends the spell and the effect: Deal 1d4 constitution per round. Save ends the spell and the effect. Deal 1d4 constitution per round. Save ends the spell and the effect. Deal 1d4 constitution per round. Save ends the spell and the effect. Deal 1d4 constitution per round. Save ends the spell and the effect. Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.  Effect: Deal 1d4 constitution per round. Save ends the spell and the	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  ———————————————————————————————————	16 16 16 16 y check	Also gain +4 bonus on C N/A N/A N/A N/A None Fortitude negates [harmless]	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level	Target: You   S	N/A N/A No Yes [harmless]	Transmutation [Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106
Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.    Conjuration   Creation   Sc. p.119	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial	action k an oppone limb checks 1 round  1 swift action  1 standard action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous	Personal   V,S,M,F     Target: You     Personal   V     Target: You     Personal   V,S     Target: You     Personal   V,S,M     Target: One pebble/3 levels     Touch   V,S,M     Target: Creature touched     Medium (180 ft.)   V,S     Target: One Creature	N/A  No  Yes [harmless]	Transmutation [Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113
Effect:	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Attack or Fly; see text.  Attack or Fly; see text.  This spell functions like fly, except as noted.  Forestfold  Effect: Grants +10 competence bonus on Hide and Move Silentt  Giant's Wrath  Effect: Pebbles become boulders; see text  Gain an additional pair of arms; see text  Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhausted)  Hypothermia	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial	action k an oppone Climb checks 1 round  1 swift action  1 standard action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous	Personal V,S,M,F Target: You Personal V, Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One Creature Close (45 ft.) V,S	N/A  No  Yes [harmless]	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113
Effect: Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  This spell functions like fly, except as noted.  This spell functions like fly, except as noted.  Forestfold  Effect: Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Ffect: Pebbles become boulders; see text  Gain an additional pair of arms; see text  Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhausted]  Hypothermia	16  16  16  16  16  16  16  16  16  16	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial]  ave halves damage and	action k an oppone limb checks 1 round  1 swift action  1 standard action  negates fat	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save]. Instantaneous	Personal   V,S,M,F     Target: You     Personal   V     Target: You     Personal   V,S     Target: You     Personal   V,S,M     Target: One pebble/3 levels     Touch   V,S,M     Target: Creature touched     Medium (180 ft.)   V,S     Target: One Creature     Close (45 ft.)   V,S     Target: One creature	N/A  N/A  No  Yes [harmless]  Yes [harmless]	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118
Caster Level: 8   Sc: p.123   Fifted:   Target: Creature touched   Target: Creature touched   Target: Creature touched   Caster Level: 8	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial]  ave halves damage and	action k an oppone limb checks 1 round  1 swift action  1 standard action	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save]. Instantaneous	Personal   V,S,M,F     Target: You     Personal   V     Target: You     Personal   V,S     Target: You     Personal   V,S,M     Target: One pebble/3 levels     Touch   V,S,M     Target: Creature touched     Medium (180 ft.)   V,S     Target: One Creature     Close (45 ft.)   V,S     Target: One creature	N/A  N/A  No  Yes [harmless]  Yes [harmless]	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Conjuration	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118
Effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Deal 1dd constitution per round. Save ends the spell and the effect: Doubles the critical threat range of one natural weapon.  Effect: Doubles the critical threat range of one natural weapon.  Dipolation's Charge  16 N/A  1 swift action  1 round action  1 round 1 round 1 round 1 rarget: You  1 rarget: One natural slashing or piercing weapon of target creatures  Target: You  1 rarget: You  2 rarget: You  1 rarget: You  2 rarget: You  3 rarget: You  4 rarget: You  5 rarget: You  4 rarget: You  5 rarget: You  5 caster Level: 8  4 rarget: You  5 caster Level: 8  5 caster Level: 8  6 rarget: You  7 rarget: You  7 rarget: You  7 rarget: You  8 rarget: You  9 rarget: You  1 rarget: You  2 rarget: You  1 rarget: You  2 rarget: You  3 rarget: You  4 rarget: You  5 caster Level: 8  5 caster Level: 8  6 caster Level: 8	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. At a free and Str Modifier. As a free a	16 16 16 16 16 16 16 16 16 16 16 16 16	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  ses 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial	action k an oppone limb checks 1 round  1 swift action  1 standard action  negates fat 1 standard action	ent in range using your base attack bonus 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous at save]. Instantaneous igue. Instantaneous	Target: You Is           Personal         V,S,M,F           Target: You         V           Personal         V,S           Target: You         V,S,M           Personal         V,S,M           Target: One pebble/3 levels         Touch           Touch         V,S,M           Target: Creature touched         Medium (180 ft.)         V,S           Target: One Creature         Close (45 ft.)         V,S           Target: One creature         Medium (180 ft.)         V,S,F	N/A  N/A  No  Yes [harmless]  Yes [harmless]	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Coster Level: 8  Evocation [Cold] Caster Level: 8  Conjuration (Creation)	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118
Close (45 ft.)   V,S   Yes [harmless]   Transmutation   SC: p.127	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  This spell functions like fly, except as noted.  Forestfold  Effect: Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Heffect: Pebbles become boulders; see text  Gain an additional pair of arms; see text  Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauster arget becomes fatigued [if fatigued it becomes exhauster arget becomes fatigued [if fatigued it becomes fatigued ]  Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued ]  Creates an ice lance; ranged touched attack at +4, if it hid	16 16 16 16 16 16 16 16 16 16 tcaused tcaused	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  as 4d6 points, make save	action k an oppone limb checks 1 round  1 swift action  1 standard action  2 standard action  negates fat 1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  at save]. Instantaneous  igue. Instantaneous  ind for 1d4 rounds.	Personal V,S,M,F Target: You Personal V Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One Creature Close (45 ft.) V,S Target: One creature Medium (180 ft.) V,S,F Target: One creature	N/A  N/A  No  Yes [harmless]  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation [Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Conjuration [Cold] Caster Level: 8  Conjuration (Creation) Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.113  SC: p.118  SC: p.119
Effect: Doubles the critical threat range of one natural weapon.  Diagnosis of the critical threat range of one natural weapon of the creatures  Target: One natural slashing or piercing weapon of target creatures  Target: One natural slashing or piercing weapon of target creatures  Target: One natural slashing or piercing weapon of target creatures  Target: One natural slashing or piercing weapon of target creatures  Target: You  Caster Level: 8  Caster Level: 8  Caster Level: 8  Caster Level: 8  Target: One living creature  Caster Level: 8  Caster Level: 8  Target: One living creature  Ta	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial]  ave halves damage and Fortitude partial  as 6d6 points, make save Fortitude negates	action k an oppone limb checks 1 round  1 swift action  1 standard action  2 standard action  negates fat 1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  at save]. Instantaneous  igue. Instantaneous  ind for 1d4 rounds.	Personal   V,S,M,F   Target: You	N/A  N/A  No  Yes [harmless]  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Tous Caster Level: 8  Conjuration (Coation) Caster Level: 8  Conjuration (Creation) Caster Level: 8  Necromancy	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.113  SC: p.118  SC: p.119
□□□□□□□□□ Lion's Charge  Effect: Gain pounce ability [make full attack after a charge]. □□□□□ Magic Fang, Greater  16 Will negates (harmless) Action  Standard Action  Target: You  Caster Level: 8  Close (45 ft.)  Target: One living creature  Target: One living creature  Target: One living creature  Caster Level: 8  Transmutation  PHB: p.250  PHB: p.250  PHB: p.252  Ffect: One natural weapon of subject creature gets +2 on attack and damage rolls.  □□□□ Meld into Stone  None  Standard Action  Action  Target: One living creature  Personal  V. N/A  Transmutation  PHB: p.250  PHB: p.252  Ffect: Target: You  Target: You  Target: You  Target: You  Caster Level: 8  Caster Level: 8  Caster Level: 8  Target: You  Target	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  This spell functions like fly, except as noted.  Grants +10 competence bonus on Hide and Move Silenth +	16 16 16 16 16 16 16 16 16 16 to teach take to the take take take take take take take tak	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  ext.  Will negates	action k an oppone Climb checks 1 round  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action  1 standard action  2 or be stunr 1 standard action  1 standard action  1 standard action	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ided for 1d4 rounds. 1 round/2 levels	Personal V,S,M,F Target: You Personal V, Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One Creature Close (45 ft.) V,S Target: One creature Medium (180 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched	N/A  N/A  No  Yes [harmless]  Yes  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Conjuration Caster Level: 8  Conjuration Caster Level: 8  Necromancy Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.113  SC: p.118  SC: p.119  SC: p.123
action  Target: You  Caster Level: 8  Gain pounce ability [make full attack after a charge].  Caster Level: 8  Caster Level:	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 to teach take to the take take take take take take take tak	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  ext.  Will negates	action k an oppone Climb checks 1 round  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action  1 standard action  2 or be stunr 1 standard action  1 standard action  1 standard action	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ided for 1d4 rounds. 1 round/2 levels	Target: You  Personal V,S,M,F  Target: You  Personal V,  Target: You  Personal V,S,M  Target: You  Personal V,S,M  Target: One pebble/3 levels  Touch V,S,M  Target: Creature touched  Medium (180 ft.) V,S  Target: One Creature  Close (45 ft.) V,S  Target: One creature  Medium (180 ft.) V,S,F  Target: One creature  Medium (180 ft.) V,S,F  Target: One creature  Close (45 ft.) V,S,S  Target: Creature touched  Close (45 ft.) V,S  Target: Creature touched	N/A  N/A  No  Yes [harmless]  Yes  Yes  Yes  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Conjuration Caster Level: 8  Conjuration Caster Level: 8  Necromancy Caster Level: 8  Transmutation	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.113  SC: p.118  SC: p.119  SC: p.123
Gain pounce ability [make full attack after a charge].	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  ct.  Will negates [harmless]	action k an oppone limb checks 1 round  1 swift action  1 standard action  2 or be stunr 1 standard action  2 or be stunr 1 standard action  1 standard action  2 or be stunr 1 standard action  1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save). Instantaneous  ut favel. Instantaneous  ut favel. Instantaneous  1 used for 1d4 rounds. 1 round/2 levels  10 minutes/level	Target: You  Personal V,S,M,F  Target: You  Personal V,S  Target: You  Personal V,S,M  Target: One pebble/3 levels  Touch V,S,M  Target: Creature touched  Medium (180 ft.) V,S  Target: One creature  Close (45 ft.) V,S,F  Target: One lance of ice  Touch V,S,M  Target: Creature touched  Medium (180 ft.) V,S,F  Target: One creature  Close (45 ft.) V,S,F  Target: Creature touched  Close (45 ft.) V,S,M  Target: Creature touched  Close (45 ft.) V,S,M  Target: Creature touched  Close (45 ft.) V,S  Target: One natural slashing target creatures	N/A  N/A  No  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Evocation [Cold] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127
(harmless) Action  Effect: One natural weapon of subject creature gets +2 on attack and damage rolls.    Target: One living creature   Caster Level: 8	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.  This spell functions like fly, except as noted.  Forestfold  Effect: Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Grants +10 competence bonus on Hide and Move Silentt  Fifect: Pebbles become boulders; see text  Gain an additional pair of arms; see text  Heatstroke  Effect:  Gain an additional pair of arms; see text	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  ct.  Will negates [harmless]	action k an oppone limb checks 1 round  1 swift action  1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  ut save). Instantaneous  ut favel. Instantaneous  ut favel. Instantaneous  1 used for 1d4 rounds. 1 round/2 levels  10 minutes/level	Target: You           Personal         V,S,M,F           Target: You         V           Personal         V,S           Target: You         V           Personal         V,S,M           Target: One pebble/3 levels         Touch           Touch         V,S,M           Target: Creature touched         Medium (180 ft.)         V,S           Target: One Creature         Close (45 ft.)         V,S,F           Target: One lance of ice         Touch         V,S,M           Target: Creature touched         Close (45 ft.)         V,S           Close (45 ft.)         V,S         Target: One natural slashing target creatures           Personal         V         V	N/A  N/A  No  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation [Earth] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Evocation [Cold] Caster Level: 8  Necromancy Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127
One natural weapon of subject creature gets +2 on attack and damage rolls.	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial  as 2d6 nonlethal heat [w Fortitude partial  ave halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  act.  Will negates [harmless]  N/A	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  2 standard action  1 standard action  2 standard action  1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous at save]. Instantaneous igue. Instantaneous and for 1d4 rounds. 1 round/2 levels  10 minutes/level	Personal   V,S,M,F   Target: You	N/A  N/A  No  Yes [harmless]  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Or piercing weapon of  N/A	Transmutation [Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Cold] Caster Level: 8 Conjuration (Creation) Caster Level: 8 Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133
Action [Earth]  Effect: Target: You Caster Level: 8 You and your gear merge with stone.	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A	action k an oppone limb checks 1 round  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  2 or be sturn 1 standard action  1 standard action  2 or be sturn 1 standard action  1 standard action  3 standard action  1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous at save]. Instantaneous igue. Instantaneous and for 1d4 rounds. 1 round/2 levels  10 minutes/level	Personal   V,S,M,F   Target: You	N/A  N/A  No  Yes [harmless]  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Or piercing weapon of  N/A	Transmutation [Fire] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Earth] Caster Level: 8 Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133
You and your gear merge with stone.	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier.  Effect: Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude negates  Will negates [harmless]  N/A  Will negates (harmless)  amage rolls.	action k an oppone limb checks 1 round  1 swift action  1 standard action	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  at save]. Instantaneous  igue. Instantaneous  and for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round  1 hour/level	Personal V,S,M,F Target: You Personal V,S,M,F Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One Creature Medium (180 ft.) V,S,F Target: One creature Medium (180 ft.) V,S,F Target: One creature Medium (180 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched Close (45 ft.) V,S Target: One natural slashing target creatures Personal V Target: You Close (45 ft.) V,S, DF Target: One living creature	N/A  N/A  No  Yes [harmless]  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes (harmless)  or piercing weapon of  N/A  Yes (harmless)	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Conjuration (Creation) Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133  PHB: p.250
* =Domain/Speciality Spell	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. At the spell functions like fly, except as noted.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude negates  Will negates [harmless]  N/A  Will negates (harmless)  amage rolls.	action k an oppone Climb checks 1 round  1 swift action  1 standard action	ent in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  at save]. Instantaneous  igue. Instantaneous  and for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round  1 hour/level	Personal V,S,M,F Target: You Personal V,S,M,F Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One creature Close (45 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched Medium (180 ft.) V,S,F Target: One creature Medium (180 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched Close (45 ft.) V,S Target: One natural slashing target creatures Personal V Target: You Close (45 ft.) V,S, DF Target: One living creature Personal V,S, DF	N/A  N/A  No  Yes [harmless]  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes (harmless)  or piercing weapon of  N/A  Yes (harmless)	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Conjuration (Creation) Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133  PHB: p.250
	Effect: You create two tentacles with a 10-foot reach. As a free and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Attack or Fly; see text.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Also gain +4 bonus on C N/A  N/A  N/A  N/A  N/A  N/A  N/A  Fortitude negates [harmless]  Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude partial  Will negates [harmless]  N/A  Will negates (harmless) amage rolls.	action k an oppone Climb checks 1 round  1 swift action  1 standard action	ant in range using your base attack bonus  1 minute/level  1 round  1 hour/level [D]  1 round/level  10 minutes/level  Instantaneous  at save]. Instantaneous  def for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round  1 hour/level  1 round	Personal V,S,M,F Target: You Personal V,S,M,F Target: You Personal V,S Target: You Personal V,S,M Target: One pebble/3 levels Touch V,S,M Target: Creature touched Medium (180 ft.) V,S Target: One creature Close (45 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched Medium (180 ft.) V,S,F Target: One creature Medium (180 ft.) V,S,F Target: One lance of ice Touch V,S,M Target: Creature touched Close (45 ft.) V,S Target: One natural slashing target creatures Personal V Target: You Close (45 ft.) V,S, DF Target: One living creature Personal V,S, DF	N/A  N/A  No  Yes [harmless]  Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes (harmless)  or piercing weapon of  N/A  Yes (harmless)	Caster Level: 8  Transmutation [Fire] Caster Level: 8  Transmutation Caster Level: 8  Evocation [Cold] Caster Level: 8  Conjuration (Creation) Caster Level: 8  Transmutation Caster Level: 8	SC: p.93  SC: p.96  SC: p.98  SC: p.105  SC: p.106  SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133  PHB: p.250

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□□□□ Nature's Balance	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch V	,S	Yes [harmless]	Transmutation	SC: p.145
Effect:			action		Target: Creature touch	ned		Caster Level: 8	
Take -4 to one ability score [Str, Dex, Con] and target gains  Nature's Rampart	s like a	None	10 minutes	Instantaneous	Medium (180 ft.) V	,S,F	No	Transmutation	SC: p.146
Effect:					Target: Structure up to	40 ft. sq	uare	Caster Level: 8	
Shapes natural setting into a formidable defense.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates		10 minutes/level	Touch V	,S,M/DF	Yes (harmless, object)		PHB: p.257
Effect:		(harmless, object)	Action		Target: Creature or ob	ject of up	to 1 cu. ft./level.	(Healing) Caster Level: 8	
Immunizes subject against poison, detoxifies venom in or o	n sub	ject. None	Standard	Instantaneous	touched		No	Transmutation	PHB: p.262
Effect:			Action			,-,			
Grows vegetation, improves crops.					Target: See text			Caster Level: 8	
Poison	16	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch V	,S, DF	Yes	Necromancy	PHB: p.262
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living creature	touched		Caster Level: 8	
	16	N/A	1 standard action	1 minute/level	Personal V	,S,DF	N/A	Transmutation	SC: p.161
Effect:					Target: You			Caster Level: 8	
You assume the physical appearance and many of the qual Protection from Energy	ilities a 16	and abilities of a chosen Fortitude negates		tire, water, earth, airj; see text 10 minutes/level or until discharged	Touch V	,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touch	ned		Caster Level: 8	
Absorb 12 points of damage/level [max 120] from one kind	of ene		Standard	Instantaneous	-		No or Yes (object)	Transmutation	PHB: p.267
	10	(object)	Action	Instantaneous					r 11b. p.201
Effect: Extinguishes nonmagical fires or one magic item.					Target: 20-ft. cube/lev item	el [S] or o	ne fire-based magic	Caster Level: 8	
Quillfire	16	N/A	1 standard action	1 round/level	Personal V	,S	N/A	Transmutation	SC: p.164
Effect: Quills inflict 1d8 or thrown range 10 ft; see text.					Target: You			Caster Level: 8	
	16	Fortitude negates		Instantaneous	Touch V	,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action		Target: Creature touch	ned		(Healing) Caster Level: 8	
Cures all diseases affecting subject.  DDDDResist Energy, Mass	16	Fortitude negates	1 standard	10 minutes/level			Yes [harmless]		SC: p.174
add Noolet Energy, Made	-	[harmless]	action					•	
Effect: As resist energy, except that it affects all targeted creatures					Target: One creature/l more than 30 ft. apart			Caster Level: 8	
	16	Will negates	1 standard action	1 round	, ,		Yes		SC: p.190
Effect: Affect creatures sink 100 ft./round; see text.					Target: One creature/I than 30 ft. apart	evel, no to	wo of which are more	Caster Level: 8	
□□□□□ Sleet Storm		None		1 round/level		,S,M/DF	No	Conjuration	PHB: p.280
Effect:			Action		Target: Cylinder 40			(Creation) [Cold] Caster Level: 8	
Hampers vision and movement.  Snakebite	16	N/A	1 standard	1 round/level [D]	Personal V	,S	N/A	Transmutation	SC: p.193
Effect:			action		Target: You			Caster Level: 8	
Turns one of your arms into a venomous snake; see text.		No.	0	Harting and the Landau		0.05	N.		DUD
□□□□□ Snare  Effect:		None	3 rounds	Until triggered or broken	Touch V  Target: Touched nonn			Transmutation  Caster Level: 8	PHB: p.280
Creates a magic booby trap.					thong with a 2 ft. diam	eter + 2 ft	./level		
add a chowenede, made	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (45 ft.) V	,S	Yes [harmless]	Transmutation	SC: p.194
Effect: Same as Snowshoes, except as noted.					Target: One creature/I than 30 ft. apart	evel, no to	wo of which are more	Caster Level: 8	
□□□□□ Speak with Plants		None	Standard Action	1 minute/level		,S	No	Divination	PHB: p.282
Effect:			Action		Target: You			Caster Level: 8	
You can talk to normal plants and plant creatures.  Spiderskin	16	Will negates	1 standard	10 minutes/level	Touch V	,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
Effect:		[harmless]	action		Target: Creature touch	ned		Caster Level: 8	
Grants recipient +1 to natural AC, +1 save against poison a				ree caster levels [max +5]. 1 hour/level [D]	_		V		DUD 202
adda opino oromin	16	Reflex partial	Action	i nour/level [D]			Yes		PHB: p.283
Effect: Creatures in area take 1d4 damage, may be slowed.					Target: 20-ft. squares/	level		Caster Level: 8	
□□□□□ Spikes		None	1 standard action	1 hour/level	Touch V	,S,M	No	Transmutation	SC: p.202
Effect:					Target: Wooden weap	on touche	ed	Caster Level: 8	
As brambles, except affected weapon gains +2 enhanceme  Spiritjaws	5116 DOI	nus and threat range do None	1 standard	1 round/level [D]	Medium (180 ft.) V	,S,M	Yes	Evocation [Force]	SC: p.202
Effect:			action		Target: Jaws of force			Caster Level: 8	
Jaws attempt to grapple the target; see text					•		Yes		SC: p.204
	16	Reflex penates	1 standard	10 minutes/level IDI	Close (45 ft )	SDF		unomutatiOH	00. p.204
	16	Reflex negates	1 standard action	10 minutes/level [D]				Oneter to the	
Effect: Transports across water; see text.	16		action		Target: Waves under	a creature	or object within range		
Effect:	16	Reflex negates  None	action	10 minutes/level [D] Instantaneous	Target: Waves under		or object within range		PHB: p.284
Effect:	16		action Standard		Target: Waves under a Touch V  Target: Stone or stone	a creature	or object within range	Transmutation	PHB: p.284
Effect: Transports across water; see text.	16		action Standard		Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level	a creature	or object within range No uched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 8 Conjuration	PHB: p.284 PHB: p.288
Effect: Transports across water; see text.  Graph Stone Shape  Effect: Sculpts stone into any shape.  Graph Summon Nature's Ally III  Effect:	16	None	action Standard Action	Instantaneous	Target: Waves under : Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more of	a creature ,S,M/DF e object to ,S, DF creatures,	or object within range No uched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning)	
Effect: Transports across water; see text. Sculpts stone into any shape. Summon Nature's Ally III Effect: Calls creature to fight.		None None	action Standard Action 1 round	Instantaneous  1 round/level [D]	Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level Close (45 ft.) V  Target: One or more comore than 30 ft. apart	a creature ,S,M/DF e object to ,S, DF creatures,	or object within range No uched, up to 10 cu. ft. No no two of which can be	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) e Caster Level: 8	PHB: p.288
Effect: Transports across water; see text.  Graph Stone Shape  Effect: Sculpts stone into any shape.  Graph Summon Nature's Ally III  Effect: Calls creature to fight.		None	action Standard Action 1 round	Instantaneous	Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart. Personal V	a creature ,S,M/DF e object to ,S, DF creatures,	or object within range No uched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation	
Effect: Transports across water; see text.  Stone Shape  Effect: Sculpts stone into any shape.  Sulpts stone into any shape.  Thornskin  Streature to fight.  Sprout thorns from your skin that makes your unarmed deal	16	None  None  N/A  Il plus an extra 1d6 pier	action Standard Action 1 round 1 standard action cing damag	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks.	Target: Waves under a Touch V  Target: Stone or stone +1 ou. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M	or object within range No uched, up to 10 cu. ft. No no two of which can be	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8	PHB: p.288 SC: p.219
Effect: Transports across water; see text.  Stone Shape  Effect: Sculpts stone into any shape.  Sulpts stone into any shape.  Thornskin  Streature to fight.  Sprout thorns from your skin that makes your unarmed deal	16	None None	action Standard Action 1 round 1 standard action cing damag	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks.	Target: Waves under a Touch V  Target: Stone or stone +1 ou. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M	or object within range No uched, up to 10 cu. ft. No no two of which can be	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation	PHB: p.288 SC: p.219
Effect: Transports across water; see text. Stone Shape Effect: Sculpts stone into any shape. Supply Summon Nature's Ally III Effect: Calls creature to fight. Sprout thoms from your skin that makes your unarmed dea	16 al letha 16	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text	Standard Action  1 round  1 standard action  cing damag 1 standard	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks.	Target: Waves under a Touch V  Target: Stone or stone +1 ou. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8	PHB: p.288 SC: p.219
Effect: Transports across water; see text. Sculpts stone Shape  Effect: Sculpts stone into any shape. Summon Nature's Ally III  Effect: Calls creature to fight. Sprout thorns from your skin that makes your unarmed dea Sprout thorns from your skin that makes your unarmed dea Sprout thorns from your skin that makes your unarmed dea Sprout thorns from your skin that makes your unarmed dea Sprout thorns from your skin that makes your unarmed dea	16 al letha 16 aster le	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text	action  Standard Action  1 round  1 standard action  cing damag 1 standard action  1 standard	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks.	Target: Waves under a Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more or more than 30 ft. apart Personal V Target: You Long (720 ft.) V Target: 20-ftradius by	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8	PHB: p.288 SC: p.219
Effect: Transports across water; see text.  Sculpts stone Shape  Effect: Sculpts stone into any shape.  Sculpts stone into any shape.  Thornskin  Seffect: Calls creature to fight.  Thornskin  Effect: Sprout thoms from your skin that makes your unarmed deal  Thunderous Roar  Effect: All creatures in the area take 1d6 sonic damage per two care  Thereasure Scent  Effect:	16 al letha 16 sster le	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text exels; see text. N/A	action  Standard Action  1 round  1 standard action  cing damag 1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous	Target: Waves under a Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more or more than 30 ft. apart Personal V Target: You Long (720 ft.) V Target: 20-ftradius by	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8	PHB: p.288 SC: p.219 SC: p.220
Effect: Transports across water; see text.  Graph Stone Shape  Effect: Sculpts stone into any shape.  Graph Summon Nature's Ally III  Effect: Calls creature to fight.  Graph Thornskin  Effect: Sprout thorns from your skin that makes your unarmed deal  Graph Thunderous Roar  Effect: All creatures in the area take 1d6 sonic damage per two car  Graph Treasure Scent  Effect: Detect copper, silver, gold, platinum, and gems within 30 fe	16 al letha 16 sster le	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text exels; see text. N/A	action  Standard Action  1 round  1 standard action  cing damag 1 standard action  1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous	Target: Waves under a Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more comore than 30 ft. apart. Personal V Target: You Long (720 ft.) V Target: 20-ftradius by Personal V Target: You	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination	PHB: p.288  SC: p.219  SC: p.220  SC: p.223
Effect: Transports across water; see text.  Sculpts stone Shape  Effect: Sculpts stone into any shape.  Sculpts stone into any shape.  Thornskin  Effect: Sprout thorns from your skin that makes your unarmed dea  Thunderous Roar  Effect: All creatures in the area take 1d6 sonic damage per two car  Thereasure Scent  Effect: Detect copper, silver, gold, platinum, and gems within 30 fe	16 al letha 16 16 16 16 16 16 16 16 16 16 16 16 16	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text evels; see text. N/A	action  Standard Action  1 round  1 standard action  cing damag 1 standard action  1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level	Target: Waves under a Touch V  Target: Stone or stone +1 ou. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You  Long (720 ft.) V  Target: 20-ftradius by Personal V  Target: You  Medium (180 ft.) V	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth]	PHB: p.288  SC: p.219  SC: p.220  SC: p.223
Effect: Transports across water; see text.  Stone Shape  Effect: Sculpts stone into any shape. Sulpts stone into any shape. Sulpts stone into any shape. Thornskin  Effect: Calls creature to fight. Sprout thorns from your skin that makes your unarmed dealeffect: Sprout thorns from your skin that makes your unarmed dealeffect: Thunderous Roar  Effect: Detect copper, silver, gold, platinum, and gems within 30 fe	16 al letha 16 sister le 16 eeet. Se	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text  N/A  ee text. See text.	action  Standard Action  1 round  1 standard action  cing damag 1 standard action  1 standard action  1 standard action  1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level  1 round/3 levels	Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You Long (720 ft.) V  Target: 20-ftradius by Personal V  Target: You  Medium (180 ft.) V  Target: 40-ftradius sy	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth] Caster Level: 8	PHB: p.288  SC: p.219  SC: p.220  SC: p.223  SC: p.223
Effect: Transports across water; see text.  Calls creature to fight.  Thornskin  Effect: Sprout thoms from your skin that makes your unarmed deal  Thunderous Roar  Effect: All creatures in the area take 1d6 sonic damage per two car  Threasure Scent  Effect: Detect copper, silver, gold, platinum, and gems within 30 fe	16 al letha 16 16 16 16 16 16 16 16 16 16 16 16 16	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text evels; see text. N/A	action  Standard Action  1 round  1 standard action  cing damag 1 standard action  1 standard action  1 standard action  1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level	Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You Long (720 ft.) V  Target: 20-ftradius by Personal V  Target: You  Medium (180 ft.) V  Target: 40-ftradius sy	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth] Caster Level: 8	PHB: p.288  SC: p.219  SC: p.220  SC: p.223
Effect: Transports across water; see text.  Calls creature to fight. Ca	16 al letha 16 letha	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text exets. N/A  See text  Will negates [harmless]	action  Standard Action  1 round  1 standard action  ing damag 1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level  1 round/3 levels  10 rounds + 1 round/level [max 25]	Target: Waves under a Touch V  Target: Stone or stone +1 cu. ft./level Close (45 ft.) V  Target: One or more of more than 30 ft. apart Personal V  Target: You Long (720 ft.) V  Target: 20-ftradius by Personal V  Target: You  Medium (180 ft.) V  Target: 40-ftradius sy	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S ,S,DF pread	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth] Caster Level: 8 Conjuration	PHB: p.288  SC: p.219  SC: p.220  SC: p.223  SC: p.223
Effect: Transports across water; see text.  Calls creature to fight. Calls creatures from your skin that makes your unarmed deal Calls creatures in the area take 1d6 sonic damage per two calls. Calls creatures in the area take 1d6 sonic damage per two calls. Calls creature	16 al letha 16 letha	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text  vevels; see text.  N/A  see text.  Will negates [harmless] r the duration of the spe Will negates Will negates	action  Standard Action  1 round  1 standard action  1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level  1 round/3 levels  10 rounds + 1 round/level [max 25]	Target: Waves under a Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more of more than 30 ft. apart Personal V Target: You Long (720 ft.) V Target: 20-ftradius bi Personal V Target: You Medium (180 ft.) V Target: 40-ftradius si Touch V Target: Living creature	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S ,S,DF pread	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes N/A	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth] Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration	PHB: p.288  SC: p.219  SC: p.220  SC: p.223  SC: p.223
Effect: Transports across water; see text.  Graph Stone Shape  Effect: Sculpts stone into any shape.  Graph Summon Nature's Ally III  Effect: Calls creature to fight. Graph Thornskin  Effect: Sprout thoms from your skin that makes your unarmed deal Graph Thunderous Roar  Effect: All creatures in the area take 1d6 sonic damage per two car  Graph Treasure Scent  Effect: Discupts concentration; see text.  Graph Vigor  Effect: Same as lesser vigor except it grants target fast healing abits.	16 al letha 16 sister le 16 sister le 16 fi 16 f	None  N/A  Il plus an extra 1d6 pier Fortitude partial; see text  N/A  Let ext.  Will negates [harmless]  In the duration of the specific will negates [harmless]	action  Standard Action  1 round  1 standard action  cing damag 1 standard action	Instantaneous  1 round/level [D]  1 round/level [D]  e on unarmed attacks. Instantaneous  1 hour/level  1 round/3 levels  10 rounds + 1 round/level [max 25]  utomatically healed per round. 10 rounds + 1 round/level [max 25]	Target: Waves under a Touch V Target: Stone or stone +1 cu. ft./level Close (45 ft.) V Target: One or more of more than 30 ft. apart. Personal V Target: You Long (720 ft.) V Target: 20-ftradius bit Personal V Target: You Medium (180 ft.) V Target: 40-ftradius signature (180 ft.) V Target: 40-ftradius signature (180 ft.) V Target: Living creature (20 ft.) V	a creature ,S,M/DF e object to ,S, DF creatures, ,S,M ,S,DF urst ,S ,S,DF oread ,S e touched ,S	or object within range No uched, up to 10 cu. ft. No no two of which can be N/A Yes N/A No Yes [harmless]	Transmutation [Earth] Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Divination Caster Level: 8 Evocation [Earth] Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB: p.288  SC: p.219  SC: p.220  SC: p.223  SC: p.223  SC: p.223

Ulubrate Wine Mine  Effect: Creates a rapid growth of vines, see text.	16 See text	1 standard 10 minutes/level action	Medium (180 ft.) V,S,M Yes  Target: 10-ftradius/level spread	Conjuration SC: p.230 (Creation) Caster Level: 8		
□□□□ Walk the Mountain's Path	16 Will negates (harmless)	Standard 80 minutes Action	Touch V,S,M Yes (harmless)	Transmutation Race Sto: p.163		
Effect: Target is not slowed by slopes, gains a climb speed equipment.	, ,	and gains a +10 ehancement bonus to Jump and Bala	Target: Creature touched ince	Caster Level: 8		
□□□□ Water Breathing	16 Will negates (harmless)	Standard 2 hours/level; see text Action	Touch V,S,M/DF Yes (harmless)	Transmutation PHB: p.300		
Effect: Subjects can breathe underwater.	, ,		Target: Living creatures touched	Caster Level: 8		
□□□□□Weather Eye	None	1 hour Instantaneous	1 mile + 1 mile/level V,S,M,F No	Divination SC: p.238		
Effect: Target: 1-mile radius +1-mile/level centered on you Caster Level: 8 You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.						
□□□□ Wind Wall	16 None; see text	Standard 1 round/level Action	Medium (180 ft.) V,S,M/DF Yes	Evocation [Air] PHB: p.302		
Effect: Deflects arrows, smaller creatures, and gases.			Target: Wall up to 10 ft./level long and 5 ft./level high [S]	Caster Level: 8		

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

Notes:	
Character Sheet Notes:	