

SPELL FAILURE

0

CHECK

+0

Light

+6

ARMOR

\*Faerie Garb

EQUIPMEN	NT			
ITEM	LOCATION	QTY	WT	COST
Claw	Equipped	1	0.0	0.0
Faerie Garb	Equipped	1	0.5	1.0
Greataxe (Growth Item / Chosen One) Sentient Any Weapon Growth [+2]	Equipped	1	12.0	20.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding o lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VAI	LUE		12.5 lbs.	21.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

### **LANGUAGES**

Common, Draconic, Druidic

#### Special Attacks

Any Weapon Rod Becomes non-complex weapon as a free action.

Augment Attack / Weapon Specialization (Greataxe)

increase damage by +2 to selected weapon

Natural Weapon (Claw)

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.

Warcraft	[Eclipse, p.10]
+12 BAB	
Warcraft / Weapon Focus (Greataxe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -4, Dying -5 and Dead -19	
Weapon Proficiency (All Simple and Martial	[Eclipse, p.49]
Weapons)	
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses  Duties (Quest to destroy the heartless)  You have duties. Grants 2 CP per level. [+18 total CP].	[Eclipse, p.17]
Character Creation Fast Learner / Specialized for Increased Effect (Specialized for Skills) +2 CP a level towards selected item. [+18 total CP].	[Eclipse, p.17]

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (The Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Uncivilized	[Eclipse, p.20]
You are not civilised.	

Spell Caster Information	
Spell Points	[Eclipse]
Druid	[Eclipse, p.11]
Druid Level 10, Casterlevel is 10	

#### **Eclipse Abilities**

**Character Points Total** [Eclipse]

Character Points Total 328, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Fast Learner adds 18 CP, HD 10 deducts 54 CP Companions adds 0 CP

Companion [Eclipse, p.27]

Gain a companion creature of your choice.

Companion / Template [Eclipse, p.27] adds a single template of up to +2 ECL to a max of +6 to the companion

Companion / Might (Positive Levels) [Eclipse, p.27] (+6 CP) Companion gets +2 Positive Levels (p.86)

Special Mount [Eclipse, p.27]

You have a Special Mount companion

Damage Reduction 8/- (Cold Iron) [Eclipse, p.29]

This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.

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

[DS, web]

Mental Link

[Drew, Custom]

You are automatically in Mental Contact with your companions

Returning

[Eclipse, p.41]

(6 CP). A powerful but expensive technique favored by villains, Returning allows a character to return from death. The basic form requires that enemies take special precautions, such as burning or shredding the character's body or sprinkling his or her grave with Holy Water, to prevent the return. Usually, the character will return as an outsider, elemental, golem (albeit sentient), or undead.

#### Returning / Extraordinary

[Drew]

[Eclipse, p.50]

[DS, web]

[Eclipse, p.41]

[Eclipse, p.41]

(+6 CP) makes it even harder to keep the user from coming back. For example, the user's tomb must be totally destroyed to keep him or her from coming back.

Rider

(6 CP). With Rider, characters can aid their mounts in battle. This initially allows them to use a Ride roll in place of his or her mount's AC to negate a hit on the mount once per round. A Rider is not limited to any specific creature or type of creature.

Rider / Might [Eclipse, p.41] (+6 CP) adds the Faithful Steed template to a creature. See page 167 for the

template. [Eclipse, p.41] Rider / Psychic Bond

(+6 CP) creates a subtle psychic bond between rider and mount. This grants a +5 bonus to Ride and allows the character to communicate with his or her mount mentally., (+6 CP) the character may call his or her mount and have it simply show up, regardless of how impractical this is.

Rider / Spirited (Walk) [Eclipse, p.42]

(+3 CP) adds +10' or +10% (whichever is better) to one of the Mount's movement modes. This can be taken repeatedly, but can't more than double a mode.

Rider / Battle Dance [Eclipse, p.42]

(+3 CP) allows a character to add his or her (Wis Mod) to the Mount's AC.

#### The Crawling Hand [Eclipsell]

Your time among the dead has taught you that the body is a mere vessel for the spirit - and the spirit is not entirely bound by space. You may detach body parts and still treat them as a part of you. Immunity/distance between body parts (Common, Severe, Minor [works within long range and offers protection from 12 points of slashing damage per attack]) (6 CP). Yes, this means that you can "cut off your head" as a party trick.

#### Martial Arts

#### Martial Arts Basic / Attack

[Eclipse, p.81]

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

Martial Arts Basic / Defenses (4x)

[Eclipse, p.81]

Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored

#### Martial Arts Advanced / Reach

[Eclipse, p.81]

You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.

#### Martial Arts Advanced / Versatility

[Eclipse, p.81]

You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing,

#### Martial Arts Master / Whirlwind Attack

[Eclipse, p.82]

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

#### **PROFICIENCIES**

Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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

### TEMPLATES

Buy Off ECL Penalty ~ Level 1

Special Mount: Raryn (Companion (Dire Wolf))							
HP:	122	AC:	27	INIT:	+6		
FORT:	+11	REF:	+11	WILL:	+8		
*Bite (Natural/Primary)	+22	DAM:	1d8+11	CRIT:	20/x2		
Special:							

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

### LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Create Water		Standard Action	Instantaneous	Close (50 ft.)	V,S	PHB: p.215
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 2 gallon	s/level of water		Caster Level: 10	
Effect: Creates 2 gallons/level of pure water.	DC: 13, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Cure Minor Wounds				roucii		111b. p.210
School: Conjuration (Healing)  Effect: Cures 1 point of damage.	SR: Yes (harmless); see text	Target: Creature touc	ned		Caster Level: 10	
Dawn	DC: 13, Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
School: Abjuration	SR: Yes [harmless]	Target: All creatures y	within a 15-ftradius burst centered on you		Caster Level: 10	•
Effect: Awakens sleeping creatures and those knocked out		rargot. rar oroataroo	mami a to ta tadao batot como co on you		040107 20707. 10	
Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 10	
Effect: Detects spells and magic items within 60 ft.		,				
Detect Poison		Standard Action	Instantaneous	Close (50 ft.)	V,S	PHB: p.219
School: Divination	SR: No	Target: One creature,	one object, or a 5-ft. cube		Caster Level: 10	
Effect: Detects poison in one creature or small object.				a. (=4.6.)	.,	DUD AND
□□□□□Flare	DC: 13, Fortitude negates	Standard Action	Instantaneous	Close (50 ft.)	V	PHB: p.232
School: Evocation [Light]	SR: Yes	Target: Burst of light			Caster Level: 10	
Effect: Dazzles one creature [-1 on attack rolls].	DC: 13, Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
School: Divination	SR: Yes	Target: Creature touc	=	100011	Caster Level: 10	1 115. p.200
Effect: +1 on one attack roll, saving throw, or skill check.	Sh. Tes	rarget. Creature touc	ried		Caster Level. 10	
□□□□ Know Direction		Standard Action	Instantaneous	Personal	V,S	PHB: p.246
School: Divination	SR: No	Target: You			Caster Level: 10	
Effect: You discern north.		•				
Light		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
School: Evocation [Light]	SR: No	Target: Object touche	d		Caster Level: 10	
Effect: Object shines like a torch.	DC: 42 Will manufact (I would be a like to	Chandred Author	l-state-same	40.4	VC	DLID 050
□□□□ Mending	DC: 13, Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level: 10	
Effect: Makes minor repairs on an object.  DDDDDNaturewatch		1 standard action	10 minutes/level	30 ft.	S	SC: p.146
School: Necromancy	SR: No	Target: Cone-shaped			Caster Level: 10	- 1 · 1=
Effect: Same as deathwatch but only functions on plants an		. argot. Cone-Snaped	S. G. IGHOTT		JUSTON LEVEL. 10	
Purify Food and Drink	DC: 13, Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
School: Transmutation	SR: Yes (object)	Target: 1 cu. ft./level.	of contaminated food and water		Caster Level: 10	
Effect: Purifies 1 cu. ft./level of food or water.						
□□□□□ Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
School: Divination	SR: No	Target: You			Caster Level: 10	
Effect: Read scrolls and spellbooks.	DC: 13, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
Resistance				Touch		r 11b. p.272
School: Abjuration  Effect: Subject gains +1 on saving throws.	SR: Yes (harmless)	Target: Creature touc	nea		Caster Level: 10	
UUUU Virtue	DC: 13, Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298
School: Transmutation	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level: 10	
Effect: Subject gains 1 temporary hp.		-				
			1			
		LEVEL	1			
Name	Save Information	Time	Duration	Range	Comp.	Source
Animate Fire		Time 1 round	Duration Concentration, up to 1 round/level [D]	Range Close (50 ft.)	V,S,M	Source SC: p.12
Animate Fire School: Transmutation [Fire]	Save Information SR: No	Time	Duration Concentration, up to 1 round/level [D]			
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.		Time 1 round	Duration Concentration, up to 1 round/level [D]		V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M Caster Level: 10 V,S,M	
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.		Time 1 round Target: One Small fire	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M Caster Level: 10	SC: p.12
□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□□Animate Water School: Transmutation [Water]	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M Caster Level: 10 V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side	Close (50 ft.) Close (50 ft.)	V,S,M  Caster Level: 10  V,S,M  Caster Level: 10	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (50 ft.)  Close (50 ft.)  Touch	V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No DC: 14, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D]	Close (50 ft.) Close (50 ft.)	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design  Aspect of the Wolf School: Transmutation	SR: No SR: No SR: No ate. DC: 14, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (50 ft.)  Close (50 ft.)  Touch	V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animate a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and the school: Transmutation Effect: You sesume the physical appearance and th	SR: No SR: No SR: No ate. DC: 14, N/A SR: N/A he qualities of a wolf.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  he qualities of a wolf.  DC: 14, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (50 ft.)  Close (50 ft.)  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animate a wooden object to attack who you design  Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation  Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and many of the school: Transmutation Effect: You sesume the physical appearance and the school: Transmutation Effect: You sesume the physical appearance and th	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  be qualities of a wolf.  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Woof School: Transmutation Effect: You assume the physical appearance and many of telepholic Abjuration Effect: You assume the physical appearance and many of telepholic Abjuration	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  be qualities of a wolf.  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16
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Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of telect. You assume the physical appearance and many of telect. Protects against first 10 points of fire damage, it also Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to ar	SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  y creature hitting you with unarmed strikes, a tou	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 Caster Level: 10 Caster Level: 10 Caster Level: 10	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate. DC: 14, N/A  SR: N/A the qualities of a wolf. DC: 14, N/A  SR: N/A extinguishes flames; see text. DC: 14, Fortitude negates [harmless] SR: Yes [harmless] yo creature hitting you with unarmed strikes, a tour DC: 14, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wes 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed	Close (50 ft.)  Close (50 ft.)  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 Caster Level: 10 Caster Level: 10 Caster Level: 10	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Achool: Transmutation Effect: Protects against Flame School: Abjuration Effect: Layer of slime coats you, inflicting 1d8 damage to an Beast Claws School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wea	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon.	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of telect. Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: Protects against first 10 points of fire damage, it also  Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to are Beast Claws School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  DC: 14, N/A  SR: N/A  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  ty creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wes 1 Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: You 1 standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Achool: Transmutation Effect: Protects against Flame School: Abjuration Effect: Layer of slime coats you, inflicting 1d8 damage to an Beast Claws School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  Lextinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 14, N/A  SR: N/A  Range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wea	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  Lextinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 14, N/A  SR: N/A  Range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wes 1 Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: You 1 standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  Lextinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tou  DC: 14, N/A  SR: N/A  Range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wet 1 standard Action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level hed Instantaneous	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.DF Caster Level: 10	SC: p.12  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  be qualities of a wolf.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  4- enhancement to Str.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/XP Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  y creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  RR: N/A  SR: N/A  C: 14, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature toue 1 standard Action Target: You 1 standard action Target: Creature toue 1 standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level hed Instantaneous	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M.XP Caster Level: 10 V.S.M.XP	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.  Animate Water School: Transmutation [Water] Effect: Create a small water elemental.  Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a wooden object to attack who you design Animates a possible fifect: transmutation Animates anima	SR: No  SR: No  SR: No  SR: No  ate.  DC: 14, N/A  R: N/A  he qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yy creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/XP Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  SR: No  ate.  DC: 14, N/A  R: N/A  he qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yy creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature toue 1 standard Action Target: You 1 standard action Target: Creature toue 1 standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/Caster Level: 10 V.S.M.XP Caster Level: 10 V.S.M.XP	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  range 19-20. See text.  DC: 14, N/A  SR: N/A  CR: N/A  CR: N/A  CR: N/A  CR: N/A  SR: N/A  SR: N/A  SR: N/A  In trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/C Caster Level: 10 V.S.M/C Caster Level: 10 V.S.M/C Caster Level: 10 V.S.DF Caster Level: 10 V.S.M,XP Caster Level: 10 V.S.M,XP Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  SR: No  ate.  DC: 14, N/A  R: N/A  he qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yy creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level head hapon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  range 19-20. See text.  DC: 14, N/A  SR: N/A  CR: N/A  CR: N/A  CR: N/A  CR: N/A  SR: N/A  SR: N/A  SR: N/A  In trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Mist spreads	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/C Caster Level: 10 V.S.M/C Caster Level: 10 V.S.M/C Caster Level: 10 V.S.DF Caster Level: 10 V.S.M,XP Caster Level: 10 V.S.M,XP Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  SR: N/A  range 19-20. See text.  DC: 14, N/A  SR: N/A  CR: N/A  CR: N/A  CR: N/A  CR: N/A  SR: N/A  SR: N/A  SR: N/A  In trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weal 1 Standard action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Wouth action Target: Mist spreads 1 immediate action Target: Mist spreads 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level linstantaneous t 1 hour/level [D]  1 minute/level [D]	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Medium (200 ft.)	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/ Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.DF Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  yr creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  Tange 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  in trees, also allows for brachiation.  SR: No  SR: No  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Wou 1 standard action Target: Wou 1 standard action Target: Mist spreads 1 immediate action Target: Mist spreads 1 immediate action Target: One willing or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed apon. 1 hour/level  1 minute/level hed Instantaneous tt  1 hour/level [D]  1 minute/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (200 ft.)  Close (50 ft.)  20 ft. apart	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M Caster Level: 10 V.S.DF Caster Level: 10 S.DF Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  Tange 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  In trees, also allows for brachiation.  SR: No  DC: 14, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural west 1 Standard Action Target: Creature touch attack or natural west 1 standard action Target: Creature touch attack or natural west 1 standard action Target: Tiny Construct 1 standard action Target: Wou 1 standard action Target: Wou 1 standard action Target: Mist spreads 1 immediate action Target: One willing or Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level linstantaneous tt 1 hour/level [D]  1 minute/level [D]  1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch  Medium (200 ft.)	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  yr creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  Tange 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  in trees, also allows for brachiation.  SR: No  SR: No  SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Wou 1 standard action Target: Wou 1 standard action Target: Mist spreads 1 immediate action Target: Mist spreads 1 immediate action Target: One willing or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level 1 round/level  1 minute/level hed appon. 1 hour/level  1 minute/level hed Instantaneous t 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (200 ft.)  Close (50 ft.)  20 ft. apart	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M Caster Level: 10 V.S.DF Caster Level: 10 S.DF Caster Level: 10	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yo creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  Tange 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  In trees, also allows for brachiation.  SR: No  DC: 14, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural west 1 Standard Action Target: Creature touch attack or natural west 1 standard action Target: Creature touch attack or natural west 1 standard action Target: Tiny Construct 1 standard action Target: Wou 1 standard action Target: Wou 1 standard action Target: Mist spreads 1 immediate action Target: One willing or Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level 1 round/level  1 minute/level hed appon. 1 hour/level  1 minute/level hed Instantaneous t 1 hour/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (200 ft.)  Close (50 ft.)  20 ft. apart	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  the qualities of a wolf.  DC: 14, N/A  SR: N/A  extinguishes flames; see text.  DC: 14, Fortitude negates [harmless]  sy creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  Tange 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  in trees, also allows for brachiation.  SR: No  DC: 14, Will negates; see text  SR: Yes  DC: 14, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weet 1 Standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads 1 immediate action Target: One willing or Standard Action Target: Animals within 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] r up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed appon. 1 hour/level  1 minute/level hed Instantaneous tt  1 hour/level [D]  1 minute/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level n 30 ft. of each other	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Medium (200 ft.)  Close (50 ft.)  20 ft. apart  Close (50 ft.)	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF Caster Level: 10 V.S.M.XP Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.25 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No  SR: No  SR: No  SR: No  ate.  DC: 14, N/A  SR: N/A  he qualities of a wolf.  DC: 14, N/A  SR: N/A  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  yy creature hitting you with unarmed strikes, a tour  DC: 14, N/A  SR: N/A  range 19-20. See text.  DC: 14, Fortitude negates [harmless]  SR: Yes [harmless]  +4 enhancement to Str.  SR: No  DC: 14, N/A  SR: N/A  in trees, also allows for brachiation.  SR: No  DC: 14, Will negates; see text  SR: Yes	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural were 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Mist spreads 1 immediate action Target: Mist spreads 1 immediate action Target: One willing or Standard Action Target: One willing or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] Tup to 5 ft on a side Concentration, up to 1 round/level [D] Smaller wooden object  10 minutes/level  1 round/level  1 minute/level hed lnstantaneous t 1 hour/level [D]  1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level 10 of each other	Close (50 ft.)  Close (50 ft.)  Touch  Personal  Touch  Personal  Touch  Medium (200 ft.)  Close (50 ft.)  20 ft. apart  Close (50 ft.)	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M Caster Level: 10 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207

Effect: Gain +10 circumstance bonus on Hide checks.		Diala Opc				
	DC: 14, Will negates	Standard Action	1 hour/level	Close (50 ft.)	V,S	PHB: p.208
□□□□□ Charm Animal School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal	T Hodi/icvci	Olose (50 It.)	Caster Level: 10	1 11b. p.200
Effect: Makes one animal your friend.	SA. Tes	rarger. One animal			Caster Level. 10	
Claws of the Bear	DC: 14, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
School: Transmutation	SR: N/A	Target: You			Caster Level: 10	
Effect: Your hands become natural weapons that deal 1d8 v	vith each attack. DC: 14, Will negates [harmless]	1 standard action	1 minute/level IDI	Touch	V,S,M	CC: p. 47
Climb Walls		1 standard action	1 minute/level [D]	Touch		SC: p.47
School: Transmutation  Effect: Gain +10 enhancement bonus on climb check. Bonus	SR: Yes [harmless]	Target: Creature touch	hed		Caster Level: 10	
Cloudburst	Sincreases to 120 Gouriever and 130 Gourieve	1 round	10 minutes/level [D]	Long (800 ft.)	V,S	SC: p.49
School: Evocation (Water)	SR: No	Target: 100-ftradius	emanation		Caster Level: 10	
Effect: Heavy rain reduces visibility4 Spot & Search.						
Cold Fire	DC: 14, No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or	Close (50 ft.)	V,S,DF	SC: p.50
School: Transmutation [Cold]	SR: Yes [creature]	Target: One fire source	Instantaneous [creature] ce [up to a 20-ft. cube] or one creature; see to	ext	Caster Level: 10	
Effect: Flames deal cold damage; see text						
□□□□ Crabwalk		1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
School: Transmutation [Cold]	SR: No	Target: Creature touch	hed		Caster Level: 10	
Effect: When the subject charges, it gains +4 to attack roll at	DC: 14, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
□□□□□ Cure Light Wounds School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touch		100011	Caster Level: 10	
Effect: Cures 1d8 +1/level [max +5] damage.	on. res (namiess), see text	rarget. Oreatare todes	nod		Oddici Ecvel. 10	
Deep Breath	DC: 14, N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
School: Conjuration (Creation) [Air]	SR: N/A	Target: You			Caster Level: 10	
Effect: Your lungs are constantly filled with air for the duration		Autoritoritori	041	T	V 0 DE	00 . 00
Delay Disease	DC: 14, Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
School: Conjuration (Healing)  Effect: Halts any nonmagical disease for the duration of the	SR: Yes [harmless]	Target: Creature touch	hed		Caster Level: 10	
Detect Animals or Plants	Spoil.	Standard Action	Concentration, up to 10 minutes/level [D]	Long (800 ft.)	V,S	PHB: p.218
School: Divination	SR: No	Target: Cone-shaped			Caster Level: 10	
Effect: Detects kinds of animals or plants.						
Detect Snares and Pits		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	PHB: p.220
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 10	
Effect: Reveals natural or primitive traps.	DC: 14, Will negates (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
□□□□□ Endure Elements School: Abjuration		Target: Creature touch		. oddii	V,S Caster Level: 10	. TID. P.220
School: Abjuration  Effect: Exist comfortably in hot or cold environments.	SR: Yes (harmless)	rarger. Creature touch	neu		Caster Level: 10	
□□□□□ Enrage Animal		1 standard action	Concentration +1 round/level	Medium (200 ft.)	V,S	SC: p.81
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level: 10	
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2						
□□□□ Entangle	DC: 14, Reflex partial; see text	Standard Action	1 minute/level [D]	Long (800 ft.)	V,S, DF	PHB: p.227
School: Transmutation  Effect: Plants entangle everyone in 40-ftradius circle.	SR: No	Target: Plants in a 40-	-ftradius spread		Caster Level: 10	
Paerie Fire		Standard Action	1 minute/level [D]	Long (800 ft.)	V,S, DF	PHB: p.229
School: Evocation [Light]	SR: Yes	Target: Creatures and	d objects within a 5-ftradius burst	,	Caster Level: 10	
Effect: Outlines subjects with light, canceling blur, concealm	ent, and the like.					
□□□□□ Foundation of Stone		1 standard action	1 round/level	Close (50 ft.)	V,M	SC: p.99
School: Transmutation [Earth]	SR: Yes [harmless]	Target: One creature/	level, no two of which are more than 30 ft. a	part	Caster Level: 10	
Effect: As long as subjects don't move they gain +2 AC and	+4 to Str against bull rush.	Standard Action	1 day/level	Touch	V,S, DF	PHB: p.237
<b>              G</b> oodberry School: Transmutation	SR: Yes	Target: 2d4 fresh berr	•	100011	Caster Level: 10	
Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	ON. 163	rarget. 204 ficsii beli	nes todenes		Oddici Ecvel. 10	
□□□□ Hawkeye	DC: 14, N/A	1 standard action	10 minutes/level [D]	Personal	V	SC: p.110
School: Transmutation	SR: N/A	Target: You			Caster Level: 10	
Effect: Increases range increment by 50% and +5 competer	DC: 14, Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	SC: p.111
□□□□ Healthful Rest School: Conjuration (Healing)	SR: Yes [harmless]		level, no two of which can be more than 30		Caster Level: 10	оо. р. т т
Effect: Doubles the natural healing rate.	Ort. Tes [Harriness]	rarget. One creature,	ievel, no two or which can be more than oo	icci apart	Oddici Ecvel. 10	
□□□□ Hide from Animals	DC: 14, Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	PHB: p.241
School: Abjuration	SR: Yes	Target: 1 creature/leve	el touched		Caster Level: 10	
Effect: Animals can't perceive 1 subject/level.						
	DO 44 5-17-1-1-1-1-1	A star but a great	40 min to the de-	T		00 . 440
□□□□ Horrible Taste	DC: 14, Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.116
School: Transmutation	SR: No	1 standard action  Target: Creature or ob		Touch		SC: p.116
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su	SR: No			Touch	V,S,M	SC: p.116 PHB: p.246
School: Transmutation	SR: No ubject.	Target: Creature or ob	bject touched 1 minute/level [D]		V,S,M Caster Level: 10	
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su  \[ \] \[ \] \[ \] \[ \] \] \[ \] Ump  School: Transmutation  Effect: Subject gets bonus on Jump checks.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes	Target: Creature or ob Standard Action Target: Creature touch	bject touched 1 minute/level [D] hed	Touch	V,S,M Caster Level: 10 V,S,M Caster Level: 10	PHB: p.246
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half	Target: Creature or ob Standard Action Target: Creature touch 1 standard action	bject touched 1 minute/level [D]		V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M	
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su  Comparison of the sum	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line	bject touched 1 minute/level [D] hed	Touch	V,S,M Caster Level: 10 V,S,M Caster Level: 10	PHB: p.246
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st  Dining School: Transmutation  Effect: Subject gets bonus on Jump checks.  Dining Junglerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line	oject touched 1 minute/level [D] hed Instantaneous	Touch	V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M	PHB: p.246 SC: p.127
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su  Grand Jump  School: Transmutation  Effect: Subject gets bonus on Jump checks.  Julian Junglerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10]	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line id10] negative energy. Standard Action	bject touched 1 minute/level [D] hed	Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10	PHB: p.246
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st  Dining School: Transmutation  Effect: Subject gets bonus on Jump checks.  Dining Junglerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line ld10] negative energy.	oject touched 1 minute/level [D] hed Instantaneous	Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M	PHB: p.246 SC: p.127
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10]	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line id10] negative energy. Standard Action	oject touched 1 minute/level [D] hed Instantaneous	Touch	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10	PHB: p.246 SC: p.127
School: Transmutation  Effect: Animals must save after biting or refuse to bite the su	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10]	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]	Touch 120 ft. Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M	PHB: p.246 SC: p.127 PHB: p.249
School: Transmutation  Effect: Animals must save after biting or refuse to bite the stable.  Carbonic Transmutation  Effect: Subject gets bonus on Jump checks.  Junglerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals and plant creatures.  Carbonic Transmutation  Effect: Increases your speed.  Junglerazer  School: Transmutation  Effect: Target gains low-light Vision  School: Transmutation	SR: No ubject.  DC: 14, Will negates (harmless)  SR: Yes  DC: 14, Reflex half  SR: Yes  caught in the area take 1d10/caster level [max 10  SR: No  DC: 14, Will negates [harmless]  SR: Yes [harmless]	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 4101) negative energy. Standard Action Target: You 1 standard action Target: Creature touch	oject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed	Touch 120 ft. Personal Touch	V.S.M Caster Level: 10 V.M Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject.  DC: 14, Will negates (harmless)  SR: Yes  DC: 14, Reflex half  SR: Yes  caught in the area take 1d10/caster level [max 10  SR: No  DC: 14, Will negates [harmless]  SR: Yes [harmless]  DC: 14, Will negates (harmless)	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 4101) negative energy. Standard Action Target: You 1 standard action Target: Creature touch Standard Action	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level	Touch 120 ft. Personal	V.S.M Caster Level: 10 V.M Caster Level: 10 V.M, Caster Level: 10 V.S., DF	PHB: p.246 SC: p.127 PHB: p.249
School: Transmutation  Effect: Animals must save after biting or refuse to bite the stable.  Carbonic Transmutation  Effect: Subject gets bonus on Jump checks.  Junglerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals and plant creatures.  Carbonic Transmutation  Effect: Increases your speed.  Junglerazer  School: Transmutation  Effect: Target gains low-light Vision  School: Transmutation	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes Caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless)	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 4101) negative energy. Standard Action Target: You 1 standard action Target: Creature touch	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level	Touch 120 ft. Personal Touch	V.S.M Caster Level: 10 V.M Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes Caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless)	Target: Creature or ob Standard Action Target: Creature touch 1 standard action Target: 120-ft. line 4101) negative energy. Standard Action Target: You 1 standard action Target: Creature touch Standard Action	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level	Touch 120 ft. Personal Touch	V.S.M Caster Level: 10 V.M Caster Level: 10 V.M, Caster Level: 10 V.S., DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes C: 14, Reflex half SR: No DC: 14, Will negates take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) Uc: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line dt01 negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged	Touch  120 ft.  Personal  Touch	V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes C: 14, Reflex half SR: No DC: 14, Will negates take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) Uc: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line df0] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe	piect touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level te touched  30 minutes or until discharged	Touch  120 ft.  Personal  Touch  Touch	V.S.M Caster Level: 10 V.S., M Caster Level: 10 V.S., DF Caster Level: 10 V.S., DF Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation  Effect: Animals must save after biting or refuse to bite the succession of the	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) uttack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) ange.	Target: Creature or obstandard Action Target: Creature toucl 1 standard action Target: 120-ft. line df01 negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe	piect touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level	Touch  120 ft.  Personal  Touch	V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes C: 14, Reflex half SR: No DC: 14, Will negates take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) Uc: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: Creature or obstandard Action Target: Creature toucl 1 standard action Target: 120-ft. line df01 negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe	piect touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level te touched  30 minutes or until discharged	Touch  120 ft.  Personal  Touch  Touch	V.S.M Caster Level: 10 V.S., M Caster Level: 10 V.S., DF Caster Level: 10 V.S., DF Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) uttack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) ange.	Target: Creature or obstandard Action Target: Creature toucl 1 standard action Target: 120-ft. line df01 negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe	piect touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level	Touch  120 ft.  Personal  Touch  Touch	V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  C: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) Uttack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) sR: Yes (harmless, object) sR: No  DC: 14, N/A	Target: Creature or observed and action Target: Creature toucl 1 standard action Target: 120-ft. line df0] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round	pject touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level hed  1 minute/level e touched  30 minutes or until discharged bibles touched  1 minute/level s in 20-ft. radius from you, 20 ft. high	Touch  120 ft.  Personal  Touch  Touch  20 ft.	V.S.M Caster Level: 10 V.S., DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) Uc: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) ASR: No  DC: 14, N/A SR: N/A d dangerous the immediate future is likely to be.; s	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Vou see text.	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level s in 20-ft. radius from you, 20 ft. high Instantaneous	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.F. Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) ttack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) age. SR: No DC: 14, N/A SR: N/A	Target: Creature or observed and Action Target: Living creature Standard Action Target: 120-ft. line dri01 negative energy. Standard Action Target: You 1 standard action Target: Living creature Standard Action Target: Up to three per Standard Action Target: Cloud spreads 1 round Target: You	pject touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level hed  1 minute/level e touched  30 minutes or until discharged bibles touched  1 minute/level s in 20-ft. radius from you, 20 ft. high	Touch  120 ft.  Personal  Touch  Touch  20 ft.	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.D Caster Level: 10 V.S. DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251
School: Transmutation  Effect: Animals must save after biting or refuse to bite the stable. Animals must save after biting or refuse to bite the stable. The stable stable stable stable stable. The stable s	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) Uc: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) ASR: No  DC: 14, N/A SR: N/A d dangerous the immediate future is likely to be.; s	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Vou see text.	pject touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level hed  2 minute/level e touched  3 minutes or until discharged bibbles touched  1 minute/level s in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D]	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.F. Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) Utack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) age. SR: No DC: 14, N/A SR: N/A dangerous the immediate future is likely to be.; subc: 14, Will negates (harmless)	Target: Creature or obstandard Action Target: 120-ft. line d10] negative energy. Standard Action Target: 120-ft. line d10] negative energy. Standard Action Target: You  1 standard Action Target: Creature touch Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You tee text. Standard Action Target: 1 creature/leve	piect touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level [D]  1 minute/level touched 30 minutes or until discharged bibles touched 1 minute/level is in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D] el touched	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149  PHB: p.259
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No Loject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: Yes (harmless) SR: Yes (harmless)	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 arget: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard Action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round 1 round Target: You ee text. Standard Action Target: 1 creature/levt Standard Action Target: 1 creature/levt Standard Action	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level is in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D] el touched  1 minute/level [D]	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S., M Caster Level: 10 V.S., DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No ubject. DC: 14, Will negates (harmless) SR: Yes DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 14, Will negates [harmless] SR: Yes [harmless] DC: 14, Will negates (harmless) SR: Yes (harmless) Utack and damage rolls. DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) age. SR: No DC: 14, N/A SR: N/A dangerous the immediate future is likely to be.; subc: 14, Will negates (harmless)	Target: Creature or obstandard Action Target: 120-ft. line d10] negative energy. Standard Action Target: 120-ft. line d10] negative energy. Standard Action Target: You  1 standard Action Target: Creature touch Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You tee text. Standard Action Target: 1 creature/leve	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level is in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D] el touched  1 minute/level [D]	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.M Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10 V.S. DF Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149  PHB: p.259
School: Transmutation  Effect: Animals must save after biting or refuse to bite the st.	SR: No Loject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: Yes (harmless) SR: Yes (harmless)	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action 1 arget: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard Action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round 1 round Target: You ee text. Standard Action Target: 1 creature/levt Standard Action Target: 1 creature/levt Standard Action	pject touched  1 minute/level [D] hed Instantaneous  1 hour/level [D]  1 hour/level [D]  1 hour/level hed  1 minute/level e touched  30 minutes or until discharged ebbles touched  1 minute/level is in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D] el touched  1 minute/level [D]	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S., M Caster Level: 10 V.S., DF	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149  PHB: p.259
School: Transmutation  Effect: Animals must save after biting or refuse to bite the stable. Animals must save after biting or refuse to bite the stable. Charles are supported by the stable.  Effect: Subject gets bonus on Jump checks.  Julipulgerazer  School: Necromancy  Effect: Fey, vermin, plants and plant creatures and animals.  Longstrider  School: Transmutation  Effect: Increases your speed.  Julipulgeria Low-light Vision  School: Transmutation  Effect: Target gains low-light vision.  Julipulgeria Magic Fang  School: Transmutation  Effect: One natural weapon of subject creature gets +1 on a light of the strength of the strengt	SR: No Loject. DC: 14, Will negates (harmless) SR: Yes  DC: 14, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No  DC: 14, Will negates [harmless] SR: Yes [harmless]  DC: 14, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: No  DC: 14, Will negates (harmless, object) SR: Yes (harmless) SR: Yes (harmless)	Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line dd10] negative energy. Standard Action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You ee text. Standard Action Target: 1 creature/levt Standard Action Target: 1 creature/levt Standard Action Target: Flame in your	pject touched  1 minute/level [D] hed  Instantaneous  1 hour/level [D]  1 hour/level [D]  1 hour/level hed  1 minute/level te touched  30 minutes or until discharged bibbles touched  1 minute/level s in 20-ft. radius from you, 20 ft. high Instantaneous  1 hour/level [D] el touched  1 minute/level [D] palm  1 minute pread	Touch  120 ft.  Personal  Touch  Touch  20 ft.  Personal  Touch  O ft.	V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.M Caster Level: 10 V.S.,M Caster Level: 10 V.S., DF Caster Level: 10 V.S., Caster Level: 10 V.S., Caster Level: 10 V.S., DF Caster Level: 10 V.S., Caster Level: 10 V.S., Caster Level: 10	PHB: p.246  SC: p.127  PHB: p.249  SC: p.134  PHB: p.250  PHB: p.251  PHB: p.258  SC: p.149  PHB: p.259  PHB: p.265

		Druia Spe	#115			
Effect: Causes existing fire to double their heat and radianc   Ram's Might   School: Transmutation	e; see text.  DC: 14, N/A  SR: N/A	1 standard action  Target: You	1 minute/level	Personal	V,S Caster Level: 10	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal dam  Rapid Burrowing  School: Transmutation		1 standard action  Target: Creature touch	10 minutes/level	Touch	V,S,DF  Caster Level: 10	SC: p.166
Effect: Improves existing burrow speed by 20 ft.  Carrow Remove Scent  School: Transmutation	DC: 14, Will negates SR: Yes	1 standard action  Target: Creature touch	10 minutes/level	Touch	V,S,M  Caster Level: 10	SC: p.173
Effect: Hides the scent of the affected creature or removes  Resist Planar Alignment School: Abjuration			1 round/level	Touch	V,S,DF Caster Level: 10	SC: p.174
Effect: Grants limited protection from a plane's alignment tra	nits; see text. DC: 14, Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	SC: p.180
School: Evocation  Effect: Creatures in area take 1d6 nonlethal damage, any c  Shillelagh	SR: Yes reature that fails the save is also stunned for 1 rou DC: 14, Will negates (object)	nd. Standard Action	urst centered on your hands  1 minute/level	Touch	V,S, DF	PHB: p.278
School: Transmutation  Effect: Cudgel or quarterstaff becomes +1 weapon dealing  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes (object) damage as if two size categories larger for 1 minul		nonmagical oak club or quarterstaff  1 minute	Medium (200 ft.)	V,S,M/DF	SC: p.192
School: Transmutation [Fire]  Effect: Doubles the amount of time to put out a fire; see tex  DDDDDSnake's Swiftness	SR: No i: DC: 14, Will negates [harmless]	Target: 30-ftradius s	pread Instantaneous	Close (50 ft.)	Caster Level: 10 V,S,M/DF	SC: p.193
School: Transmutation  Effect: Subject may make another single attack melee or ra	SR: Yes [harmless] nged; see text. DC: 14, Will negates [harmless]	Target: One allied cre 1 standard action	ature  1 hour/level [D]	Touch	Caster Level: 10	SC: p.194
School: Transmutation Effect: Speed increases by 10 ft. and no Balance checks or	SR: Yes [harmless]	Target: Creature touch	hed		Caster Level: 10	
School: Divination  Effect: You can communicate with animals.	SR: No	Standard Action  Target: You	1 minute/level	Personal	V,S Caster Level: 10	PHB: p.281
School: Conjuration (Summoning)  Effect: Calls creature to fight.	SR: No	1 round  Target: One summone	1 round/level [D] ed creature	Close (50 ft.)	V,S, DF Caster Level: 10	PHB: p.288
School: Transmutation  Effect: Move through difficult terrain at full speed. Gain +2 C	SR: No	1 standard action  Target: You	1 minute/level	Personal	V,S Caster Level: 10	SC: p.216
Thunderhead School: Evocation [Electricity] Effect: Minature thundercloud follows creature unerringly ea	DC: 14, Reflex negates; see text SR: Yes	1 standard action  Target: One creature	1 round/level	Close (50 ft.)	V,S,M Caster Level: 10	SC: p.219
Traveler's Mount School: Transmutation	DC: 14, Will negates SR: Yes	1 standard action  Target: Animal or mag	1 hour/level	Touch	V,S Caster Level: 10	SC: p.223
Effect: +10 feet enhancement bonus to speed but cannot at Updraft School: Conjuration (Creation) [Air]	<b>DC: 14, N/A</b> <i>SR</i> : N/A	1 swift action  Target: You	Instantaneous	Personal	V,S,M Caster Level: 10	SC: p.228
Effect: Gain 10 ft. per level of altitude, and then gently float Vigor, Lesser School: Conjuration (Healing)	DC: 14, Will negates [harmless] SR: Yes [harmless]	1 standard action  Target: Living creature	10 rounds + 1 round/level [max 15] e touched	Touch	V,S Caster Level: 10	SC: p.229
Effect: Grants target fast healing ability for the duration of the Company Vine Strike School: Divination	<b>DC: 14, N/A</b> SR: N/A	1 swift action  Target: You	1 round	Personal	V,DF Caster Level: 10	SC: p.230
Effect: Allows sneak attacks against plants if you already had a warmed with a warmer with the school: Conjuration (Creation)	DC: 14, Fortitude partial; see text SR: No		1 round/level whose area is up to one 10-ft. square/level		V,S Caster Level: 10	SC: p.235
Effect: Makes a wall of black smoke, causes nausea; see to it gain concealment from each other. A creature can pass the spell does not function underwater.						
School: Transmutation  Effect: Increases creatures swim speed by 30 ft.	SR: Yes [harmless]	Target: Creature touch	hed		Caster Level: 10	
School: Transmutation [Cold]  Effect: Creature must suceed on save or take 1d6 points of	DC: 14, Fortitude negates  SR: Yes cold damage and become fatigued.	1 standard action  Target: One creature	Instantaneous	Close (50 ft.)	V,S Caster Level: 10	SC: p.241
School: Conjuration (Creation)  Effect: Summon minor nature spirit to perform simple nature	<i>SR</i> : No al tasks.	1 standard action  Target: One nature se	1 hour/level ervant	Close (50 ft.)	V,S,DF Caster Level: 10	SC: p.242
		LEVEL :	2			
Name	Save Information	Time	Duration	Range	Comp.	Source
School: Transmutation	DC: 15, Will negates [harmless]  SR: Yes [harmless]	1 standard action  Target: Living creature	1 minute/level e touched	Touch	V,S,DF Caster Level: 10	SC: p.9
Effect: Aligns a creature's natural weapon to good-, evil-, law Animalistic Power School: Transmutation	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action  Target: Creature touch	1 minute/level hed	Touch	V,S,M Caster Level: 10	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Animal Messenger  School: Enchantment (Compulsion) [Mind-Affecting]	Constitution. DC: 15, None; see text SR: Yes	Standard Action  Target: One Tiny anin	1 day/level	Close (50 ft.)	V,S,M Caster Level: 10	PHB: p.198
Effect: Sends a Tiny animal to a specific place.  Animal Trance  School: Enchantment (Compulsion) [Mind-Affecting, Sonic]	DC: 15, Will negates; see text SR: Yes	Standard Action  Target: Animals or ma	Concentration agical beasts with Intelligence 1 or 2	Close (50 ft.)	V,S Caster Level: 10	PHB: p.198
Effect: Fascinates 2d6 HD of animals.  Avoid Planar Effects School: Abjuration	SR: Yes [harmless]	1 immediate action  Target: One creature/	1 minute/level level in a 20-ft. radius burst centered on you	20 ft.	V Caster Level: 10	SC: p.19
Effect: Gain temporary respite from the natural effects of a significant property of the second section of the section of the second section of the second section of the second section of the section of the second section of the section of t		1 standard action  Target: You	1 minute/level [D]	Personal	V,S,M/DF  Caster Level: 10	SC: p.23
==	SR: N/A	raiget. Tou				
Effect: Gain +4 insight bonus to balance bonus; see text.  Barkskin School: Transmutation	SR: Yes (harmless)	Standard Action  Target: Living creature	10 minutes/level	Touch	V,S, DF Caster Level: 10	PHB: p.203
□□□□ Barkskin	SR: Yes (harmless)	Standard Action  Target: Living creature 2th level]  Standard Action	e touched 1 minute/level	Touch	Caster Level: 10 V,S, DF	PHB: p.203
School: Transmutation  Effect: Grants +2 Enhancement bonus to natural armor. Ad  Bear's Endurance	SR: Yes (harmless) ditional +1 per three levels above 3rd [max +5 at 1 DC: 15, Will negates (harmless)	Standard Action  Target: Living creature 2th level]	e touched 1 minute/level		Caster Level: 10	

		Druia Spe	5115			
Bite of the Wererat	DC: 15, N/A SR: N/A	1 standard action  Target: You	1 round/level	Personal	V,S,M Caster Level: 10	SC: p.28
Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes	1 standard action	Instantaneous	Close (50 ft.)	V,S Caster Level: 10	SC: p.32
Effect: Spit caustic saliva into foes eyes on successful range	ed touch attack. Causes -4 penalty to attack roll.  DC: 15, Will negates	Target: One missile of 1 standard action	Special; see text	Touch	V,S	SC: p.33
School: Transmutation  Effect: Target enters a rage, as its rage special ability, but th  Body of the Sun	SR: Yes iis rage doesn't count against it's total. DC: 15, Reflex half	Target: Any creature v	1 round/level	5 ft.	V,S,DF	SC: p.35
School: Transmutation [Fire]  Effect: Fire and light extend 5ft. from caster's body inflicting	SR: Yes 1d4/2 levels [max 5d4] points of fire damage [Refl	lex save for half].	nanation centered on you		Caster Level: 10	
School: Transmutation  Effect: Small magical thorns/spikes protrude from wooden w	SR: No reapon; gains a +1 to hit enhancement and deals	1 standard action  Target: Wooden weap +1/level [max +10] dam		Touch	V,S,M Caster Level: 10	SC: p.38
School: Transmutation  Effect: As entangle, but thorns deal damage each round.	SR: No	1 standard action  Target: 40-ft-radius sp	1 minute/level oread.	Medium (200 ft.)	V,S,DF Caster Level: 10	SC: p.39
Bull's Strength School: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless)	Standard Action  Target: Creature touch	1 minute/level hed	Touch	V,S,M/DF Caster Level: 10	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action  Target: Creature touch	1 minute/level [D]	Touch	V,S,F/DF Caster Level: 10	SC: p.41
Effect: Burrow through earth at 30 ft unless wearing Medium  Camouflage, Mass	n or heavier armor or a Medium load than it is 20 ft DC: 15, Will negates [harmless]	t. 1 standard action	10 minutes/level	Medium (200 ft.)	V,S	SC: p.43
School: Transmutation  Effect: As camouflage, except the effect is mobile within the	SR: Yes [harmless] group. [Broken for creatures who more than 60 ft		f creatures, no two of which can be more that	an 60 ft. apart	Caster Level: 10	
School: Transmutation  Effect: Subject gains +4 to Dex for 1 minutes/level.	DC: 15, Will negates (harmless) SR: Yes	Standard Action  Target: Creature touch	1 minute/level hed	Touch	V,S,M Caster Level: 10	PHB: p.208
Chill Metal	DC: 15, Will negates (object)	Standard Action	7 rounds	Close (50 ft.)	V,S, DF	PHB: p.209
School: Transmutation [Cold]  Effect: Cold metal damages those who touch it.	SR: Yes (object)	Target: Metal equipme apart; or 250 lbs of me	ent of 1 creature/2 levels, no two of which ca etal	an oe more than 30 ft.	Caster Level: 10	
Cloud Wings School: Transmutation	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action  Target: Creature touch	1 hour/level hed	Touch	V,S Caster Level: 10	SC: p.49
Effect: Increases fly speed by 30 ft.  Countermoon  School: Abjuration	DC: 15, Will negates [D] SR: Yes	1 standard action  Target: One lycanthro	12 hours pe	Close (50 ft.)	V,S,M Caster Level: 10	SC: p.53
Effect: Stops lycanthropic shapechanging for 12 hours.  Creeping Cold School: Transmutation [Cold]	DC: 15, Fortitude half SR: Yes	1 standard action  Target: One creature	3 rounds	Close (50 ft.)	V,S,F Caster Level: 10	SC: p.55
Effect: Deals progressive damage from cold [+1d6/round].  Daggerspell Stance School: Abjuration	DC: 15, N/A SR: N/A	1 swift action  Target: You	1 round/level [D]	Personal	V,F Caster Level: 10	SC: p.57
Effect: Gain +2 insight bonus to hit and damage when you r	nake a full attack wielding two daggers. Can defle	ct spells [SR 5+level] ar 1 standard action	1 round/level	50 ft.	V,S,DF	SC: p.61
School: Necromancy Effect: Wounded creatures suffer 3 extra hp/round.	SR: Yes		s within a 50-ftradius emanation centered	•	Caster Level: 10	DUD - 047
□□□□□Delay Poison	DC: 15, Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch			Caster Level: 10	·
School: Conjuration (Healing) Effect: Stops poison from harming subject for 1 hour/level.  Diplies of the Shalm School: Evocation	SR: No	1 standard action  Target: One 5-ft. squa	ned 1 round/level ure/level [S]	Medium (200 ft.)	Caster Level: 10  V,S  Caster Level: 10	PHB II: p.111
School: Conjuration (Healing) Effect: Stops poison from harming subject for 1 hour/level.  Drifts of the Shalm School: Evocation Effect: Delay enemies with a drift [double movement penalty] Earthbind School: Transmutation	SR: No or of snow, leaves or ash [your choice]; snow casu DC: 15, Fortitude negates SR: Yes	1 standard action  Target: One 5-ft. squa	ned 1 round/level ure/level [S]	Medium (200 ft.)	Caster Level: 10  V,S  Caster Level: 10	
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Diggs of the Shalm  School: Evocation  Effect: Delay enemies with a drift (double movement penalty)  Diggs of the School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature	SR: No of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action	hed  1 round/level  1re/level [S]  can be ignited and cause 2d6 damage; ash  1 minute/level [D]  10 minutes/level [D]	Medium (200 ft.)  causes 3 fire damage.  Medium (200 ft.)  Close (50 ft.)	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  V,S	PHB II: p.111
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dipins of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dipins Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dipins Earthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1	SR: No I of snow, leaves or ash [your choice]; snow casu DC: 15, Fortitude negates SR: Yes Is fall to the ground as if by featherfall. SR: Yes [object]	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru	ned  1 round/level  1 re/level [S]  2 can be ignited and cause 2d6 damage; ash  1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft/level	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.)	Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dipits of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dipits Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dipits Earthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1	SR: No of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall. SR: Yes [object] O. SR: Yes	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone str. 1 standard action	hed  1 round/level  1re/level [S]  can be ignited and cause 2d6 damage; ash  1 minute/level [D]  10 minutes/level [D]	Medium (200 ft.)  causes 3 fire damage.  Medium (200 ft.)  Close (50 ft.)	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  V,S	PHB II: p.111 SC: p.76
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Diffect: Stops poison from harming subject for 1 hour/level.  Diffect: Delay enemies with a drift [double movement penalty.  Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Diffect: Doubles Structures HP and increases Hardness to 1.  School: Abjuration  Effect: Removes movement penalties through dense brush.  Effect: Benoves movement penalties through dense brush.	SR: No ] of snow, leaves or ash [your choice]; snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] 0.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action	ned  1 round/level  1 re/level [S]  can be ignited and cause 2d6 damage; ash  1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft./level  1 hour/level [D]	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.)	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S	PHB II: p.111  SC: p.76  SC: p.76
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Diffts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Diffts of the Shalm  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Diffect: Reduce a creatures fly speed to 0, airborne creature  Effect: Doubles Structures HP and increases Hardness to 1  Carboric Abjuration  Effect: Removes movement penalties through dense brush	SR: No  of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes fall to the ground as if by featherfall.  SR: Yes [object]  O.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A	1 standard action  Target: One 5-ft. squa es 3 cold damage: leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You	ned  1 round/level  1 re/level [S] can be ignited and cause 2d6 damage; ash 1 minute/level [D]  10 minutes/level [D]  ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D]  manation centered on you  10 minutes/level [D]	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.) Close (50 ft.) 40 ft.	Caster Level: 10  V.S  Caster Level: 10  V.S  Caster Level: 10  V.S  Caster Level: 10  V,S  Caster Level: 10  V,S	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty.]  Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Effect: Delay enemies with a drift [double movement penalty.]  Earthfast  School: Transmutation  Effect: Removes movement penalties through dense brush.  Effect: Removes movement penalties through dense brush.  Effect: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3	SR: No of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: NA light vision and Scent or Blindsense 30' your choic DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ot.	1 standard action  Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You 2e. +2 spot and listen cl 1 standard action  Target: Willing creatur	1 round/level 1 round/level 1 rec/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 10 ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 10 minutes/level [D] 11 minutes/level [D] 12 hecks. 1 hour/level 1 rectouched	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal	Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V Caster Level: 10 V Caster Level: 10 V,S Caster Level: 10 Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dipport Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dipport Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dipport Earthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Removes movement penalties through dense brush  Dipport Embrace the Wild  School: Transmutation  Effect: The caster gains an animal's sensory and skills, low-  Dipport Fins to Feet  School: Transmutation	SR: No of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] D. SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: 40-ft. radius er 1 standard action Target: You 2.6. +2 spot and listen cl 1 standard action 1 standard action 2.7 carget: You 2.7 carget: You and listen cl 1 standard action 1 standard action 2.7 carget: You 3.7 carget: You 3	ned  1 round/level  1 round/level  1 rec/level [S]  2 can be ignited and cause 2d6 damage; ash  1 minute/level [D]  10 minutes/level [D]  10 ucture or rock formation, up to 25 cu. ft./level  1 hour/level [D]  10 minutes/level [D]  10 minutes/level [D]  10 hecks.  1 hour/level  1 ret ouched  Permanent until discharged [D]	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.) Close (50 ft.) d 40 ft.	Caster Level: 10  V,S	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.76
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dipits of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty.]  Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Dipities Structures HP and increases Hardness to 1.  Effect: Doubles Structures HP and increases Hardness to 1.  Effect: Doubles Structures HP and increases Hardness to 1.  Effect: Removes movement penalties through dense brush.  Effect: Removes movement penalties through dense brush.  Effect: The caster gains an animal's sensory and skills, low.  Effect: The caster gains an animal's sensory and skills, low.  Effect: Creatures lose swim speed but gain walk speed of 3.  Effect: Opened object deals 1d4+10 fire damage.  Effect: Opened object deals 1d4+10 fire damage.	SR: No of of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choic DC: 15, Fortitude negates [harmless] SR: Yes [harmless] of t. DC: 15, Reflex half; see text	Target: One 5-ft. squa se 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: One stone structure 1 standard action Target: 40-ft. radius et 1 standard action Target: You se. +2 spot and listen cl 1 standard action Target: Willing creature 10 minutes	1 round/level 1 round/level 1 re/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 10 minutes/level [D] 10 minutes/level [D] 11 minutes/level [D] 12 manation centered on you 10 minutes/level [D] 13 heecks. 14 hour/level 15 re touched 16 Permanent until discharged [D] 16 minute/level [D]	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V  Caster Level: 10  V  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty.]  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Dip Earthfast  School: Transmutation  Effect: Delay enemies with a drift [double movement penalty.]  Earthfast  School: Transmutation  Effect: Penalty School: Transmutation  Effect: Removes movement penalties through dense brush.  Dip Embrace the Wild  School: Transmutation  Effect: The caster gains an animal's sensory and skills, low.  Dip Embrace the Wild  School: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Embrace the School: Abjuration [Fire]  Effect: Oread object deals 1d4+10 fire damage.  Dip Flame Blade  School: Evocation [Fire]  Effect: Touch attack deals 1d8 +5 fire damage.  Dip Dip Flaming Sphere  School: Evocation [Fire]	SR: No Of of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] O. SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: NA light vision and Scent or Blindsense 30' your choic DC: 15, Fortitude negates [harmless] SR: Yes [harmless] Ot. DC: 15, Reflex half; see text SR: Yes  CSR: Yes  CSR: Yes  CSR: Yes	1 standard action  Target: One 5-ft. squa es 3 cold damage: leaf 1 standard action  Target: One creature 1 standard action  Target: One stone stru 1 standard action  Target: 40-ft. radius er 1 standard action  Target: You 2e. +2 spot and listen of 1 standard action  Target: Willing creatur 10 minutes  Target: Object toucher  Standard Action	1 round/level 1 round/level 1 round/level 1 re/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 2 ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 2 manation centered on you 10 minutes/level [D] 3 hecks. 1 hour/level 4 re touched 4 Permanent until discharged [D] 5 d 6 minute/level [D] 8 am 1 round/level	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal  Touch	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V  Caster Level: 10  V  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M  Caster Level: 10  V,S,DF	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dip Earthfast  School: Transmutation  Effect: Reduce a creatures HP and increases Hardness to 1  Dip Easy Trail  School: Abjuration  Effect: Removes movement penalties through dense brush  Dip Embrace the Wild  School: Transmutation  Effect: The caster gains an animal's sensory and skills, low-  Dip Embrace the Wild  School: Transmutation  Effect: The caster gains an animal's sensory and skills, low-  Dip Embrace the Wild  School: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Effect:	SR: No Of of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] O. SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: NA light vision and Scent or Blindsense 30' your choic DC: 15, Fortitude negates [harmless] SR: Yes [harmless] Ot. DC: 15, Reflex half; see text SR: Yes  CSR: Yes  CSR: Yes  CSR: Yes	1 standard action  Target: One 5-ft. squaes 3 cold damage: leaf 1 standard action  Target: One creature  1 standard action  Target: One stone strutter  1 standard action  Target: 40-ft. radius er  1 standard action  Target: You  1 standard action  Target: You  1 standard action  Target: Willing creature  10 minutes  Target: Object toucher  Standard Action  Target: Sword-like best  Standard Action  Target: 5-ftdiameter:  Standard Action	1 round/level 1 round/level 1 round/level 1 re/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 2 ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 2 manation centered on you 10 minutes/level [D] 3 hecks. 1 hour/level 4 re touched 4 Permanent until discharged [D] 5 d 6 minute/level [D] 8 am 1 round/level	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal  Touch  Touch	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V  Caster Level: 10  V  Caster Level: 10  V,S  Caster Level: 10  V,S, M  Caster Level: 10  V,S, M  Caster Level: 10  V,S, M/DF	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dip Dubles Structures HP and increases Hardness to 1  Chool: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Probubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Transmutation  Effect: The caster gains an animal's sensory and skills, low-  Dip Firs to Feet  School: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Fire Trap  School: Abjuration [Fire]  Effect: Opened object deals 1d4+10 fire damage.  Dip Flaming Sphere  School: Evocation [Fire]  Effect: Touch attack deals 1d8 +5 fire damage.  Dip Dip Flaming Sphere  School: Evocation [Fire]  Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round  Chool: Conjuration (Creation)  Effect: Go obscures vision.	SR: No of of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A light vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless] Oft. DC: 15, Reflex half; see text SR: Yes  SR: Yes  DC: 15, Reflex negates SR: Yes  Lievel.  SR: No DC: 15, Reflex half	Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: One stone structure 1 standard action Target: 40-ft. radius er 1 standard action Target: You ce. +2 spot and listen of 1 standard action Target: Willing creature 10 minutes Target: Object toucher Standard Action Target: Sword-like bes Standard Action Target: 5-ftdiameter: Standard Action Target: Fog spreads in 1 standard action Target: Fog spreads in 1 standard action	1 round/level 1 round/level 1 revievel [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 2 ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 2 manation centered on you  10 minutes/level [D] 3 hecks. 1 hour/level 4 re touched 4 Permanent until discharged [D] 5 d 1 minute/level [D] 5 am 1 round/level 6 sphere 10 minutes/level 10 minutes/level 10 cu. ft. radius, 20 ft. high Instantaneous	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal  Touch  Touch  0 ft.  Medium (200 ft.)	Caster Level: 10  V,S  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M/DF	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.231
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty.]  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Dip Earthfast  School: Transmutation  Effect: Delay serving the state of the state	SR: No  I) of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes Is fall to the ground as if by featherfall.  SR: Yes [object]  O.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A Iight vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless] Oft. DC: 15, Reflex half; see text SR: Yes  DC: 15, Reflex negates SR: Yes  IIGHT VISION CONTROL OF THE SR: Yes  SR: No DC: 15, Reflex negates SR: Yes IIGHT VISION CONTROL OF THE SR: Yes  DC: 15, Reflex half; SR: No DC: 15, Reflex half SR: Yes	1 standard action  Target: One 5-ft. squaes 3 cold damage: leaf 1 standard action  Target: One creature  1 standard action  Target: One stone strutten  1 standard action  Target: 40-ft. radius er  1 standard action  Target: You  1 standard action  Target: Willing creature  10 minutes  Target: Sword-like beat standard Action  Target: Sword-like beat standard Action  Target: 5-ftdiameter:  Standard Action  Target: Fog spreads in  1 standard action  Target: Cone-shaped of the Reflex save.  Standard Action  Target: Cone-shaped of the Reflex save.  Standard Action  Target: Line-shaped of Target: Line-shaped of Target: Line-shaped of Target: Line-shaped of the Reflex save.	1 round/level 1 round/level 1 revievel [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 2 ucture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 2 manation centered on you  10 minutes/level [D] 3 hecks. 1 hour/level 4 re touched 4 Permanent until discharged [D] 5 d 1 minute/level [D] 5 am 1 round/level 6 sphere 10 minutes/level 10 minutes/level 10 cu. ft. radius, 20 ft. high Instantaneous	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (200 ft.)  Medium (200 ft.)  30 ft.  60 ft.	Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V,S  Caster Level: 10  V  Caster Level: 10  V  Caster Level: 10  V  Caster Level: 10  V  S  Caster Level: 10  V  Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty.]  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature.  Dip Earthfast  School: Transmutation  Effect: Delay enemies with a drift [double movement penalty.]  Earthfast  School: Transmutation  Effect: Penalty School: Transmutation  Effect: Removes movement penalties through dense brush.  Dip Embrace the Wild  School: Abjuration  Effect: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Dip Fins to Feet  School: Abjuration [Fire]  Effect: Ouch attack deals 148+5 fire damage.  Dip Effect: Touch	SR: No of of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes s fall to the ground as if by featherfall.  SR: Yes [object] o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choic DC: 15, Fortitude negates [harmless] SR: Yes [harmless] oft. DC: 15, Reflex half; see text SR: Yes  CSR: Yes  CSR: Yes  CSR: Yes  CSR: Yes  CSR: No DC: 15, Reflex negates SR: Yes  CSR: No DC: 15, Reflex half SR: Yes  CSR: No DC: 15, Reflex half SR: Yes  CSR: Yes  CSR: Yes CSR:	Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone structure 1 standard action Target: One stone structure 1 standard action Target: 40-ft. radius et 1 standard action Target: You ea. +2 spot and listen cl 1 standard action Target: Willing creature 10 minutes Target: Object toucher Standard Action Target: Sword-like beat Standard Action Target: Fog spreads in 1 standard action Target: Cone-shaped dt the Reflex save. Standard Action	1 round/level 1 round/level 1 revievel [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 10 minutes/level [D] 11 cuture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 10 minutes/level [D] 11 minutes/level [D] 12 manation centered on you 10 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 19 minutes/level [D] 10 minutes/level [D] 11 round/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 round/level [D] 18 minutes/level [D] 18 minutes/level [D] 19 minutes/level [D] 19 minutes/level [D] 10 minutes/level [D] 11 round/level [D] 11 round/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 19 minutes/level [D] 10 minutes/level [D] 11 minutes/level [D] 11 minutes/level [D] 11 minutes/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 19 minutes/level [D] 10 minutes/level [D] 10 minutes/level [D] 11 minutes/level [D] 11 minutes/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 minutes/level [D] 18 m	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.)  40 ft.  Personal  Touch  0 ft.  Medium (200 ft.)  Medium (200 ft.)  30 ft.  60 ft.	Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V Caster Level: 10 V,S Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dip Dearthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Poubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Poubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Reduce a creatures HP and increases Hardness to 1  Chool: Abjuration  Effect: The caster gains an animal's sensory and skills, low-  Dip Firs to Feet  School: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Fire Trap  School: Abjuration (Fire)  Effect: Opened object deals 1d4+10 fire damage.  Dip Flamming Sphere  School: Evocation (Fire)  Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round  Dip Cloud  School: Conjuration (Creation)  Effect: Go obscures vision.  Dip Got Oud  School: Evocation (Cold)  Effect: Blows away or knocks down smaller creatures.	SR: No  I) of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  O.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless] Oft. DC: 15, Reflex half; see text SR: Yes  DC: 15, Reflex negates SR: Yes Unevel.  SR: No  DC: 15, Reflex half SR: Yes  DC: 15, Fortitude negates SR: Yes Unevel. SR: Yes  DC: 15, Fortitude negates SR: Yes	1 standard action Target: One 5-ft. squa es 3 cold damage: leaf 1 standard action Target: One creature 1 standard action Target: One stone stru 1 standard action Target: 40-ft. radius er 1 standard action Target: You 2e. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object toucher Standard Action Target: Sword-like bes Standard Action Target: Fog spreads in 1 standard action Target: Fog spreads in 1 standard Action Target: Cone-shaped d the Reflex save. Standard Action Target: Line-shaped g Tanget: 1 standard action Target: Line-shaped g Tanget: 1 standard action Target: 1 standard action Target: Line-shaped g Tanget: 1 standard action Target: You	1 round/level 1 round/level 1 re/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 10 minutes/level [D] 11 cuture or rock formation, up to 25 cu. ft./level 1 hour/level [D] 10 minutes/level [D] 11 minutes/level [D] 12 manation centered on you 10 minutes/level [D] 13 minutes/level [D] 14 minute/level [D] 15 minutes/level [D] 16 minutes/level [D] 17 minutes/level [D] 18 minutes/level [D] 18 minutes/level [D] 19 minutes/level [D] 10 minutes/level [D] 11 round/level sphere 11 round lust of severe wind emanating out from your 10 minutes/level	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal  Touch  O ft.  Medium (200 ft.)  Medium (200 ft.)  30 ft.  60 ft. to the extreme of the	Caster Level: 10  V,S Caster Level: 10  V,S Caster Level: 10  V,S Caster Level: 10  V Caster Level: 10  V,S Caster Level: 10  V,S,M Caster Level: 10  V,S,M Caster Level: 10  V,S,DF Caster Level: 10  V,S,MC Caster Level: 10  V,S,MC Caster Level: 10  V,S,MC Caster Level: 10  V,S,M Caster Level: 10  V,S,Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dip Dearthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1  Chool: Transmutation  Effect: Removes movement penalties through dense brush  Dip Dembrace the Wild  School: Abjuration  Effect: The caster gains an animal's sensory and skills, low-  Dip Dembrace the Wild  School: Transmutation  Effect: The caster gains an animal's sensory and skills, low-  Dip Dembrace the Wild  School: Transmutation  Effect: Transmutation  Effect: Transmutation  Effect: Opened object deals 1d4+10 fire damage.  Dip Dip Dembrace  School: Evocation [Fire]  Effect: Opened object deals 1d4+10 fire damage.  Dip Dip Dembrace  School: Evocation [Fire]  Effect: Touch attack deals 1d8 +5 fire damage.  Dip Dip Dembrace School: Evocation [Fire]  Effect: For obscures vision.  Dip Dip Gloud  School: Evocation [Cold]  Effect: Breath a cone of cold that deal 1d4/2 caster levels [ndembrace]  Effect: Breath a cone of cold that deal 1d4/2 caster levels [ndembrace]  Effect: Brookscures vision.  Dip Dip Gust of Wind  School: Evocation [Air]  Effect: Blows away or knocks down smaller creatures.  Dip Dembrace  Dip Dembrace  Effect: Blows away or knocks down smaller creatures.  Dip Dembrace  Effect: Callows caster with Heal ranks to remove other ailment and the properties of the properties.	SR: No  of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless] of the DC: 15, Reflex half; see text SR: Yes  SR: Yes  DC: 15, Reflex negates SR: Yes  Ulevel.  SR: No DC: 15, Fortitude negates if they failed SR: Yes  DC: 15, Fortitude negates SR: Yes  DC: 15, N/A SR: N/A  Is when using Conjuration [Healing] spells. Can all SR: Yes	1 standard action Target: One 5-ft. squa es 3 cold damage: leaf 1 standard action Target: One creature 1 standard action Target: One stone stru 1 standard action Target: 40-ft. radius er 1 standard action Target: You 2e. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object toucher Standard Action Target: Sword-like bes Standard Action Target: Fog spreads in 1 standard action Target: Fog spreads in 1 standard Action Target: Cone-shaped d the Reflex save. Standard Action Target: Line-shaped g Tanget: 1 standard action Target: Line-shaped g Tanget: 1 standard action Target: 1 standard action Target: Line-shaped g Tanget: 1 standard action Target: You	1 round/level 1 round/level 1 rer/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 20 tour or rock formation, up to 25 cu. ft./level 1 hour/level [D] 20 manation centered on you 21 minutes/level [D] 22 hecks. 23 hour/level 24 re touched 25 Permanent until discharged [D] 26 d 27 minutes/level [D] 28 m 29 ft. radius, 20 ft. high 20 lnstantaneous 20 burst 21 round 22 ft. round 23 ft. round 24 green wind emanating out from your 25 ft. round 26 green wind emanating out from your 27 minutes/level 28 green wind emanating out from your 28 green wind emanating out from your 29 green wind emanating out from your 20 minutes/level 20 minutes/level 21 minutes/level 22 green wind emanating out from your 23 green wind emanating out from your 24 green wind emanating out from your 25 green wind emanating out from your 26 green wind emanating out from your 27 green wind emanating out from your 28 green wind emanating out from your 29 green wind emanating out from your 20 green wind emanating out from your 20 green wind emanating out from your 21 green wind emanating out from your 21 green wind emanating out from your 22 green wind emanating out from your 23 green wind emanating out from your 24 green wind emanating out from your 25 green wind emanating out from your 26 green wind emanating out from your 27 green wind emanating out from your 28 green wi	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) 40 ft.  Personal  Touch  O ft.  Medium (200 ft.)  Medium (200 ft.)  30 ft.  60 ft. to the extreme of the	Caster Level: 10  V,S Caster Level: 10  V,S Caster Level: 10  V,S Caster Level: 10  V Caster Level: 10  V Caster Level: 10  V,S Caster Level: 10  V,S,M Caster Level: 10  V,S,M/DF Caster Level: 10  V,S,M/DF Caster Level: 10  V,S,M/DF Caster Level: 10  V,S,M/Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.  Dip Drifts of the Shalm  School: Evocation  Effect: Delay enemies with a drift [double movement penalty  Dip Earthbind  School: Transmutation  Effect: Reduce a creatures fly speed to 0, airborne creature  Dip Dearthfast  School: Transmutation  Effect: Doubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Poubles Structures HP and increases Hardness to 1  Chool: Abjuration  Effect: Precent services HP and increases Hardness to 1  Chool: Abjuration  Effect: Cheaves movement penalties through dense brush  Chool: Abjuration  Effect: Creatures lose swims sensory and skills, low-  Dip Fins to Feet  School: Transmutation  Effect: Creatures lose swim speed but gain walk speed of 3  Dip Fire Trap  School: Abjuration [Fire]  Effect: Opened object deals 1d4+10 fire damage.  Dip Fire Trap  School: Evocation [Fire]  Effect: Touch attack deals 1d8 +5 fire damage.  Dip Dip Flaming Sphere  School: Evocation (Creation)  Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round  Dip Cloud  School: Conjuration (Creation)  Effect: Boy scures vision.  Dip Tost Breath  School: Evocation [Cold]  Effect: Blows away or knocks down smaller creatures.  Effect: Blows away or knocks down smaller creatures.  Cheffect: Blows asster with Heal ranks to remove other ailment of the cold of the cold of the cold of the cold of the creatures.	SR: No  of snow, leaves or ash [your choice]: snow casu DC: 15, Fortitude negates SR: Yes stall to the ground as if by featherfall.  SR: Yes [object]  o.  SR: Yes and increases track DC by 5 for any pursurers. DC: 15, N/A SR: N/A light vision and Scent or Blindsense 30' your choice DC: 15, Fortitude negates [harmless] SR: Yes [harmless] of the DC: 15, Reflex half; see text SR: Yes  SR: Yes  DC: 15, Reflex negates SR: Yes  Ulevel.  SR: No DC: 15, Fortitude negates if they failed SR: Yes  DC: 15, Fortitude negates SR: Yes  DC: 15, N/A SR: N/A  Is when using Conjuration [Healing] spells. Can all SR: Yes	Target: One 5-ft. squa es 3 cold damage; leaf 1 standard action Target: One creature 1 standard action Target: One stone strut 1 standard action Target: One stone strut 1 standard action Target: 40-ft. radius er 1 standard action Target: Willing creature 1 standard action Target: Willing creature 10 minutes Target: Object toucher Standard Action Target: Sword-like bea Standard Action Target: Fog spreads in 1 standard action Target: Standard Action Target: Standard Action Target: Line-shaped d the Reflex save. Standard Action Target: Line-shaped g range 1 standard action Target: You also heal more; see text 1 standard action Target: You and one li 1 standard action	1 round/level 1 round/level 1 rer/level [S] 2 can be ignited and cause 2d6 damage; ash 1 minute/level [D] 10 minutes/level [D] 20 tour or rock formation, up to 25 cu. ft./level 1 hour/level [D] 20 manation centered on you 21 minutes/level [D] 22 hecks. 23 hour/level 24 re touched 25 Permanent until discharged [D] 26 d 27 minutes/level [D] 28 m 29 ft. radius, 20 ft. high 20 lnstantaneous 20 burst 21 round 22 ft. round 23 ft. round 24 green wind emanating out from your 25 ft. round 26 green wind emanating out from your 27 minutes/level 28 green wind emanating out from your 28 green wind emanating out from your 29 green wind emanating out from your 20 minutes/level 20 minutes/level 21 minutes/level 22 green wind emanating out from your 23 green wind emanating out from your 24 green wind emanating out from your 25 green wind emanating out from your 26 green wind emanating out from your 27 green wind emanating out from your 28 green wind emanating out from your 29 green wind emanating out from your 20 green wind emanating out from your 20 green wind emanating out from your 21 green wind emanating out from your 21 green wind emanating out from your 22 green wind emanating out from your 23 green wind emanating out from your 24 green wind emanating out from your 25 green wind emanating out from your 26 green wind emanating out from your 27 green wind emanating out from your 28 green wi	Medium (200 ft.) causes 3 fire damage. Medium (200 ft.)  Close (50 ft.) d 40 ft.  Personal  Touch  O ft.  Medium (200 ft.)  Medium (200 ft.)  30 ft.  60 ft. to the extreme of the	Caster Level: 10  V,S  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M  Caster Level: 10  V,S,M/DF  Caster Level: 10  V,S,M/DF  Caster Level: 10  V,S,M/DF  Caster Level: 10  V,S,M/DF  Caster Level: 10  V,S,M/Caster Level: 10	PHB II: p.111  SC: p.76  SC: p.76  SC: p.76  SC: p.79  SC: p.92  PHB: p.231  PHB: p.232  PHB: p.232  SC: p.100  PHB: p.238  SC: p.110

Effect: Subjects do benefit from concealment, on failed save		damage on savel	,,,,			
Heat Metal	DC: 15, Will negates (object)	Standard Action	7 rounds	Close (50 ft.)	V,S, DF	PHB: p.239
School: Transmutation [Fire]	SR: Yes (object)		ent of 1 creature/2 levels, no two of which ca			
			f metal, all of which must be within a 30-ft. c			
Effect: Make metal so hot it damages those who touch it.	DC: 15 Will pageton one to	Standard Action	1 round/lovel IDI: see text	Modium (200 ft )	VS	DHR: p 244
□□□□□ Hold Animal	DC: 15, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (200 ft.)	V,S	PHB: p.241
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level: 10	
Effect: Paralyzes one animal for 1 round/level.		1 standard action	1 round/level	Close (50 ft.)	V,S,M	SC: p.128
School: Conjugation (Creation)	SP: No					CC. p. 120
School: Conjuration (Creation)  Effect: Make ranged attacks against each target; see text	SR: No	rarger: One creature/	3 levels, no two of which are more than 30 f	apart	Caster Level: 10	
Linked Perception	DC: 15, Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	PHB II: p.117
School: Divination	SR: Yes (harmless)		manation centered on you		Caster Level: 10	•
Effect: All allies get a shared awareness. +2 bonus on Spot	and Listen checks per ally in the area [example: y					
Listening Lorecall	DC: 15, N/A	1 standard action	10 minutes/level	Personal	V,S,DF	SC: p.133
School: Divination	SR: N/A	Target: You			Caster Level: 10	
Effect: Gain +4 insight bonus on Listen checks; see text.						
□□□□ Mark of the Outcast	DC: 15, Will negates	1 standard action	Permanent	Close (50 ft.)	V,S,DF	SC: p.138
School: Necromancy	SR: Yes	Target: One creature			Caster Level: 10	
Effect: Creates an indelible mark on the subjects face; see to	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S,F	SC: p.139
Master Air			i Tourid/level	reisoliai		30. p. 139
School: Transmutation  Effect: Fly at 90 ft. [or 60 if med or hvy armor].	SR: N/A	Target: You			Caster Level: 10	
Mountain Stance	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.144
School: Transmutation	SR: No	Target: One creature			Caster Level: 10	
Effect: As a free action you can root yourself to the ground.			over-run, throw, trip or otherwise force the o	reature to move.	Caster Level. 10	
□□□□ Nature's Favor	DC: 15, Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	SC: p.146
School: Evocation	SR: Yes [harmless]	Target: Animal touche	d		Caster Level: 10	
Effect: Target animal gains attack and damage bonus of +1	for every 3 caster levels max of +5 at 15th level.					
One With the Land	DC: 15, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.149
School: Transmutation	SR: N/A	Target: You			Caster Level: 10	
Effect: Gain +2 insight bonus to Move Silently, Search, Hide		Otender I A d	4it/ll	Tauah	VOME	DUD 050
Owl's Wisdom	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
School: Transmutation	SR: Yes	Target: Creature touch	hed		Caster Level: 10	
Effect: Subject gains +4 to Wis for 1 minutes/level.		Standard Action	1 hour/level [D]	Touch	V,S	PHB: p.269
Reduce Animal	SP: No			. Juon		ID. p.203
School: Transmutation  Effect: Shrinks one willing animal.	SR: No	rarger: One willing an	imal of Small, Medium, Large, or Huge size		Caster Level: 10	
Resist Energy	DC: 15, Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272
School: Abjuration	SR: Yes (harmless)	Target: Creature touch			Caster Level: 10	
Effect: Ignores first 20 points of damage/attack from specifie					201010	
Restoration, Lesser	DC: 15, Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	PHB: p.272
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch	hed		Caster Level: 10	
Effect: Dispels magical ability penalty or repairs 1d4 ability d				0		
□□□□□ Saltray	DC: 15, Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	SC: p.179
School: Evocation	SR: Yes	Target: Ray			Caster Level: 10	
Effect: Ranged touch attack deals 1d6 per two caster levels	[max 5d6] and make a save or be stunned for 1 re	ound. 1 standard action	10 minutes/level	Touch	V,S,M	SC: p.180
School Transportation	CD: Ves flagged 2			. Juon		55. p. 160
School: Transmutation  Effect: Bestows Scent ability with all the same powers.	SR: Yes [harmless]	Target: Creature touch	nea		Caster Level: 10	
	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.187
□□□□□ Share Husk				Touch		SC: p.187
	SR: Yes	1 standard action  Target: Animal touche		Touch	V,S,M Caster Level: 10	SC: p.187
School: Divination	SR: Yes			Touch  Medium (200 ft.)		SC: p.187 SC: p.193
Share Husk School: Divination Effect: You can sense all the stimuli the target animal sense:	SR: Yes s.	Target: Animal touche 1 standard action	d		Caster Level: 10	
School: Divination  Effect: You can sense all the stimuli the target animal sense:  School: Snake's Swiftness, Mass School: Transmutation  Effect: Subjects may make another single attack melee or ra	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately mix	Target: Animal toucher 1 standard action Target: Allied creature ake one melee or range	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th	Medium (200 ft.) e subject's normal plac	Caster Level: 10  V,S,M/DF  Caster Level: 10 e in the initiative order.	SC: p.193 This is a single attack
School: Divination  Effect: You can sense all the stimuli the target animal sense:  """""""""""""""""""""""""""""""""""	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one addi	Target: Animal toucher 1 standard action Target: Allied creature ake one melee or range	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th	Medium (200 ft.) e subject's normal plac	Caster Level: 10  V,S,M/DF  Caster Level: 10 e in the initiative order.	SC: p.193 This is a single attack
Schoot: Divination  Effect: You can sense all the stimuli the target animal sense:  """ Snake's Swiftness, Mass  Schoot: Transmutation  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one addi	Target: Animal toucher 1 standard action Target: Allied creature ake one melee or range	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th	Medium (200 ft.) e subject's normal plac	Caster Level: 10  V,S,M/DF  Caster Level: 10 e in the initiative order.	SC: p.193 This is a single attack
School: Divination  Effect: You can sense all the stimuli the target animal sense.  School: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Areane Material Comp	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action	nd Instantaneous ss in a 20-ftradius burst sd attack. Taking this action doesn't affect th If the subject has already made an additor Instantaneous	Medium (200 ft.) e subject's normal plac al attack, due to a prior	Caster Level: 10 V,S,M/DF Caster Level: 10 e in the initiative order. r casting of this spell, fro	SC: p.193  This is a single attack om the haste spell, or
Schoot: Divination  Effect: You can sense all the stimuli the target animal sense:  """ Snake's Swiftness, Mass  Schoot: Transmutation  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one addi	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round	nd Instantaneous ss in a 20-ftradius burst sd attack. Taking this action doesn't affect th If the subject has already made an additor Instantaneous	Medium (200 ft.) e subject's normal plac al attack, due to a prior	Caster Level: 10  V,S,M/DF  Caster Level: 10 e in the initiative order. r casting of this spell, fre	SC: p.193  This is a single attack on the haste spell, or PHB: p.280
School: Divination  Effect: You can sense all the stimuli the target animal sense:  School: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action	nd Instantaneous ss in a 20-ftradius burst sd attack. Taking this action doesn't affect th If the subject has already made an additor Instantaneous	Medium (200 ft.) e subject's normal plac al attack, due to a prior	Caster Level: 10 V,S,M/DF Caster Level: 10 e in the initiative order. r casting of this spell, fro	SC: p.193  This is a single attack om the haste spell, or
School: Transmutation [Earth]  School: Transmutation  Effect: You can sense all the stimuli the target animal sense:  School: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.	SR: Yes s.  DC: 15, Will negates [harmless] SR: Yes [harmless] some can be subject to make more than one additionent: A few scales from a snake.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous uare; see text 10 minutes/level	Medium (200 ft.) e subject's normal place al attack, due to a prior Close (50 ft.)	Caster Level: 10  V,S,M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V,S, DF  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280
School: Divination  Effect: You can sense all the stimuli the target animal sense:	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake. SR: No DC: 15, Will negates (harmless)	Target: Animal touche  1 standard action  1 standard action  1 rarget: Allied creature ske one meliee or range stional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature toucl	Instantaneous Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th If the subject has already made an additior Instantaneous uare; see text  10 minutes/level	Medium (200 ft.) e subject's normal plac all attack, due to a prior Close (50 ft.) Touch	Caster Level: 10  V.S.M/DF  Caster Level: 10  in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283
School: Transmutation  Effect: Turns stone to clay or dirt to sand or mud.  Effect: Turns stone to clay or dirt to sand or mud.  Effect: Subject may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp.  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  School: Transmutation  Effect: Gransmutation	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)	Target: Animal touche  1 standard action  1 standard Action  1 arget: Allied creature  ske one melee or range  stional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature toucl  1 standard action	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect th . If the subject has already made an addition Instantaneous uare; see text 10 minutes/level hed Instantaneous	Medium (200 ft.) e subject's normal place al attack, due to a prior Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10  in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V,S.M	SC: p.193  This is a single attack on the haste spell, or PHB: p.280
School: Transmutation  School: Transmutation  Effect: You can sense all the stimuli the target animal sense:  School: Transmutation  Effect: Subjects may make another single attack melee or rad follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Computer School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  School: Transmutation  Effect: Grants ability to walk on walls and ceilings.  School: Cransmutation  Effect: Grants ability to walk on walls and ceilings.	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)	Target: Animal touche  1 standard action  1 standard action  1 rarget: Allied creature ske one meliee or range stional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature toucl	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect th . If the subject has already made an addition Instantaneous uare; see text 10 minutes/level hed Instantaneous	Medium (200 ft.) e subject's normal plac all attack, due to a prior Close (50 ft.) Touch	Caster Level: 10  V.S.M/DF  Caster Level: 10  in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283
School: Transmutation [Earth]  School: Transmutation [Effect: You can sense all the stimuli the target animal sense:  """ Snake's Swiftness, Mass School: Transmutation  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell falls. Arcane Material Comp  """ Soften Earth and Stone School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  """ Spider Climb School: Transmutation  Effect: Grants ability to walk on walls and ceilings.  """ Splinterbolt  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature kake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s	Instantaneous Instantaneous Is in a 20-ftradius burst Is di attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Medium (200 ft.) e subject's normal plac all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)	Caster Level: 10  V.S.M/DF Caster Level: 10 e in the initiative order. casting of this spell, fro V.S. DF Caster Level: 10  V.S.M Caster Level: 10  V.S.M Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203
School: Divination  Effect: You can sense all the stimuli the target animal sense:	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: No mage and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature sake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th . If the subject has already made an addition Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283
School: Transmutation [Earth]  Effect: Tuns stone to clay or Girl to sand or mud.  School: Transmutation (Earth)  School: Transmutation (Earth)  Softone Earth and Stone  School: Transmutation (Earth)  Effect: Tuns stone to clay or dirt to sand or mud.  School: Transmutation (Earth)  Effect: Tuns stone to clay or dirt to sand or mud.  School: Transmutation  Effect: Tours stone to clay or dirt to sand or mud.  School: Transmutation  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature sake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round	Instantaneous Instantaneous Is in a 20-ftradius burst Is di attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)	Caster Level: 10  V.S.M/DF Caster Level: 10 e in the initiative order. casting of this spell, fro V.S. DF Caster Level: 10  V.S.M Caster Level: 10  V.S.M Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203
School: Transmutation  Effect: Transmutation  Effect: Transmutation  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Computer School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  Diplication Spider Climb  School: Transmutation  Effect: Grants ability to walk on walls and ceilings.  Diplication (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing dallows to conjuration (Creation)  Effect: Conjuration (Summoning)  Effect: Calls creature to fight.	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manor allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: No mage and threatens on 18-20. See text.	Target: Animal touche  1 standard action  Target: Allied creature sake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th . If the subject has already made an addition Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203
School: Divination  Effect: You can sense all the stimuli the target animal sense:	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: No mage and threatens on 18-20. See text.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more c  1 round	Instantaneous ses in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous sure; see text 10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds	Medium (200 ft.) e subject's normal plac all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  30 ft. apart	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. M/DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288
School: Conjuration (Creation)  Effect: Alake ranged attack to which conjuration (School: Conjuration (School: Overlands)  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Company of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Company of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Company of the	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] Inged: see text., The subjects can immediately mit allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One or swarm of  Target: One swarm of	Instantaneous es in a 20-ftradius burst ed attack. Taking this action doesn't affect th . If the subject has already made an addition Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289
Chool: Conjuration (Summoning)  Effect: Calls creature to fight.	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless) SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No	Target: Animal touche  1 standard action  Target: Allied creature sake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of y attacking all other y attacking all other y attacking all other y other y or who takes any other	Instantaneous ses in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see arction, including leaving the swarm, takes	Medium (200 ft.) e subject's normal placal attack, due to a priori Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.) e what sort of creature is 144 points of damage.	Caster Level: 10  V.S.M/DF Caster Level: 10 e in the initiative order. casting of this spell, fro V.S. DF Caster Level: 10  V.S.M Caster Level: 10  V.S.M Caster Level: 10  V.S. DF Caster Level: 10  V.S. DF Caster Level: 10  V.S. M/DF Caster Level: 10  V.S.M/DF Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or
Chool: Divination  Effect: You can sense all the stimuli the target animal sense:  Chool: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp.  Soften Earth and Stone  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Transmutation  Effect: Tarns stane to clay or dirt to sand or mud.  Chool: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing data continuous control of the co	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] nged; see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No JR: No	Target: Animal touche  1 standard action  Target: Allied creature kake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other unwho takes any othe reatures who are imm the swarm. The swar	Instantaneous ses in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellce reacanot be fought effectively with weapon:	Medium (200 ft.) e subject's normal placal attack, due to a priori Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  available (50 ft.)  what sort of creature is 144 points of damage sting and concentration is but fire and damaging in the content of the concentration is but fire and damaging in the content of the concentration is but fire and damaging in the content of the concentration is but fire and damaging in the concentration is but fire and damaging	Caster Level: 10  V.S.M/DF Caster Level: 10 e in the initiative order. casting of this spell, fro V.S. DF Caster Level: 10  V.S.M Caster Level: 10  V.S.M V.S. DF Caster Level: 10  V.S. DF Caster Level: 10  V.S. DF Caster Level: 10  V.S.M/DF Caster Level: 10  I.S. M/DF Caster Level: 10  I.S. M/DF Caster Level: 10  I.S. M/DF Caster Level: 10 I.S. A creature in point per three caster. I. The creatures' attack. I. The creatures' attac	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The
Chool: Conjuration Creation  School: Transmutation  Effect: Subjects may make another single attack melee or rand follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Company of the source, this spell fails. Arcane Material Company other source, this spell fails. Arcane Material Company of the School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Transmutation  Effect: Turns ability to walk on walls and ceilings.  Chool: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da Chool: Conjuration (Summoning)  Effect: Calls creature to fight.  Chool: Conjuration (Summoning)  Effect: Summons swarm of bats, rats, or spiders., A swarm of takes no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A sw Damage reduction, being incorporeal, and other special ability swarm disperses when it has taken a total of 2 hit points of care and the special ability that has taken a total of 2 hit points of care and the special ability that has taken a total of 2 hit points of care and the special ability that the swarm is the swarm of the special ability that the swarm is the swarm of the swarm disperses when it has taken a total of 2 hit points of care and the swarm disperses when it has taken a	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text. SR: No of little creatures carpets the effect's area, viciousl point of damage on its turn. A creature in the suram of poisonous creatures deals no damage to it ties also make a creature indress of damage to the sage for the sage for the sage for the sage for cathere in the sage for chamage per caster level from these attacks. Certa	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One or more of 2 attacking all other cre 1 tround  Target: One swarm of 2 y attacking all other cre 1 tround are imm 1 the swarm. The swar 1 meane or effect spells, in area or effect spells, in a contract the contra	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous uare; see text 10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see action, including leaving the swarm, takes une to poison, though it still prevents speller m cannot be fought effectively with weapon: such as gust of wind and stinking cloud, dis	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 1.44 points of damage is 1.44 points of damage is sting and concentration s, but fire and damaging perse a swarm immedia	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  Summoned]. A creature of the caster Level: 10  In the creatures attacks are a effects can force taleful of the caster of the caster level of a creature of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the cas	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who in levels. Spellcasting or s are nonnagical. it to disperse. The es warm summoned.
Chool: Conjuration (Summoning)  Effect: Summon Swarm School: Conjuration (Summoning)  Effect: Sunmon Swarm States on Summon Swarm School: Conjuration (Summoning)  Effect: Sunmon Swarm of bats, rats, or spiders. A swarm of takes no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarm of bats, rats, or spiders. A swarm of takes no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarm of bats, rats, or spiders., A swarm of bats, rats, or spiders., A swarm of bats, rats, or spiders. A swarm of	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged: see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No Inged: No mage and threatens on 18-20. See text.  SR: No SR: No SR: No It the creatures carpets the effect's area, viciously point of damage on its turn. A creature in the swarm of poisonous creatures deals no damage for lamage per caster level from these attacks. Certa swarm is fationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other creatures who are imm the swarm. The swar in area or effect spells, ster, however, can [as set, however, however, however, however, however, however, howev	Instantaneous ses in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see or action, including leaving the swarm, takes une to poison, though it still prevents spellce meannot be fought effectively with weapons such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm takes	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 1.44 points of damage is 1.44 points of damage is sting and concentration s, but fire and damaging perse a swarm immedia	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  Summoned]. A creature of the caster Level: 10  In the creatures attacks are a effects can force taleful of the caster of the caster level of a creature of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the cas	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who in levels. Spellcasting or s are nonnagical. it to disperse. The es warm summoned.
Chool: Conjuration (Summoning)  Effect: Summon Summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Surpose summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Tansa stone to clay or dirt to sand or mud.  Chool: Transmutation (Earth)  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Transmutation  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da.  Chool: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Summons swarm of bats, rats, or spiders., A swarm clase no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarmer disperses when it has taken a total of 2 hit points of [For example, only fliers are affected by a gust of wind]. The summoned bats or beetles]. Arcane Material Component: A reame Material Component: A	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged: see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No Inged: No mage and threatens on 18-20. See text.  SR: No SR: No SR: No It the creatures carpets the effect's area, viciously point of damage on its turn. A creature in the swarm of poisonous creatures deals no damage for lamage per caster level from these attacks. Certa swarm is fationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other creatures who are imm the swarm. The swar in area or effect spells, ster, however, can [as set, however, however, however, however, however, however, howev	Instantaneous ses in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an addition Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see or action, including leaving the swarm, takes une to poison, though it still prevents spellce meannot be fought effectively with weapons such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm takes	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 1.44 points of damage is 1.44 points of damage is sting and concentration s, but fire and damaging perse a swarm immedia	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  Summoned]. A creature of the caster Level: 10  In the creatures attacks are a effects can force taleful of the caster of the caster level of a creature of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the caster can force taleful of a proporties to the caster of the cas	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who in levels. Spellcasting or s are nonnagical. it to disperse. The es warm summoned.
Comparison of the target animal sense:   Comparison of the target and target and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the target and target a	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: No of little creatures carpets the effect's area, viciously point of damage on its turn. A creature in the suram of poisonous creatures deals no damage to ities also make a creature immune to damage for almage per caster level from these attacks. Certa swarm is stationary once summoned. A druid cas square of red cloth. [1-8= Rats; 9-14=Bats; 15-16]	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of y attacking all other cre turn who takes any othe marear or effect spells, ster, however, can Jas s =Spiders; 17-18 Centip 1 round	Instantaneous sis in a 20-ft,-radius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text 10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] breatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellce ment as gust of wind and striking cloud, dis a move-equivalent action] direct the swarm tedes; 19-20 Flying Beettles]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.) 44 points of damage, siting and concentration, but fire and damaging on move up to 30 feet per	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  I.S.M/DF  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has
Chool: Conjuration (Summoning)  Effect: Summon Summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Surpose summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Tansa stone to clay or dirt to sand or mud.  Chool: Transmutation (Earth)  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Transmutation  Effect: Turns stone to clay or dirt to sand or mud.  Chool: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing da.  Chool: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Summons swarm of bats, rats, or spiders., A swarm clase no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarmer disperses when it has taken a total of 2 hit points of [For example, only fliers are affected by a gust of wind]. The summoned bats or beetles]. Arcane Material Component: A reame Material Component: A	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged: see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No Inged: No mage and threatens on 18-20. See text.  SR: No SR: No SR: No It the creatures carpets the effect's area, viciously point of damage on its turn. A creature in the swarm of poisonous creatures deals no damage for lamage per caster level from these attacks. Certa swarm is fationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas warm is stationary once summoned. A druid cas	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of 1 round  Target: One or more of 2 stacking all other ore m who takes any othe creatures who are imm in area or effect spells, ster, however, can las s Espides; 17-18 Centip	Instantaneous sis in a 20-ft,-radius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text 10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] breatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellce ment as gust of wind and striking cloud, dis a move-equivalent action] direct the swarm tedes; 19-20 Flying Beettles]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.) 44 points of damage, siting and concentration, but fire and damaging on move up to 30 feet per	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, free V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10 s summoned]. A creature 11 point per three caster 12 per 12 per 14 point per three caster 14 point per three 14 poin	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has
Chool: Conjuration (Summoning)  Effect: Summon Swarm  School: Calls creature to fight.  Conjuration (Summoning)  Effect: Surpiects may make another single attack melee or range and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Composition of the surpiect of the sur	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: No of little creatures carpets the effect's area, viciously point of damage on its turn. A creature in the suram of poisonous creatures deals no damage to ities also make a creature immune to damage for almage per caster level from these attacks. Certa swarm is stationary once summoned. A druid cas square of red cloth. [1-8= Rats; 9-14=Bats; 15-16]	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of y attacking all other cre turn who takes any othe marear or effect spells, ster, however, can Jas s =Spiders; 17-18 Centip 1 round	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text 10 minutes/level hed Instantaneous streams of splinters 1 round/level [D] breatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellce ment as gust of wind and striking cloud, dis a move-equivalent action] direct the swarm tedes; 19-20 Flying Beettles]	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.) e what sort of creature is 144 points of damage is sting and concentratior is, but fire and damaging perse a swam immedia or move up to 30 feet per Medium (200 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, free V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10 s summoned]. A creature 11 point per three caster 12 per 12 per 14 point per three caster 14 point per three 14 poin	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The swarm currenced in the swarm currenced fround if she has
Creative State Husk  School: Divination  Effect: You can sense all the stimuli the target animal sense in the state of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition any other source, this spell fails. Arcane Material Composition School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  Spider Climb  School: Conjuration (Creation)  Effect: Mater anged attack to hit, on hit deal 4d6 piercing data continuous control of the standard of the series takes of concentrating on spells within the swarm is impossible. A swarm of takes no actions other than flighting off the creatures takes of concentrating on spells within the swarm is impossible. A swarm of takes no actions other than flighting off the creatures takes of concentrating on spells within the swarm is impossible. A swarm of takes no actions other than flighting off the creatures takes of concentrating on spells within the swarm is impossible. A swarm of takes no actions other than flighting off the creatures takes of concentrating on spells within the swarm is impossible. A swarm of the swarm is impossible. A swa	SR: Yes s.  DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No Manage and threatens on 18-20. See text.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One swarm of y attacking all other ore mm who takes any othe creatures who are imm in area or effect spells, ster, however, can las a  Spiders; 17-18 Centip 1 round  Target: One or more or  Target: One or more or  1 round  Target: One or more or  1 round  Target: One or more or  1 round  Target: One or more or  Spiders; 17-18 Centip 1 round  Target: One or more or  Target: One or more	Instantaneous  Instan	Medium (200 ft.) e subject's normal placal attack, due to a priori Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  v what sort of creature is 144 points of damage sting and concentration by but fire and damaging perse a swarm immedia or move up to 30 feet per	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. MC  Caster Level: 10  V.S.M/DF  Caster Level: 10  Summoned]. A creature 1 point per three caste 1. The creatures 2 tacks are affects can force attery if appropriate to the round (or 90 feet per 1)  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The le swarm summoned. round if she has  SC: p.217
Conjuration	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: No of little creatures carpets the effect's area, viciously point of damage on its turn. A creature in the suram of poisonous creatures deals no damage to ities also make a creature immune to damage for almage per caster level from these attacks. Certa swarm is stationary once summoned. A druid cas square of red cloth. [1-8= Rats; 9-14=Bats; 15-16]	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other ore turn who takes any othe treatures who are imm in area or effect spells, ster, however, can [as a  Spiders; 17-18 Centip  1 round  Target: One creature	Instantaneous  Instan	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.) e what sort of creature is 144 points of damage is sting and concentratior is, but fire and damaging perse a swam immedia or move up to 30 feet per Medium (200 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S., DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The le swarm summoned. round if she has  SC: p.217
Conjuration	SR: Yes s.  DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No Manage and threatens on 18-20. See text.  SR: No	Target: Animal touche  1 standard action  Target: Allied creature take one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more c  1 round  Target: One swarm of y attacking all other ore mm who takes any othe creatures who are imm in area or effect spells, ster, however, can las a  Spiders; 17-18 Centip 1 round  Target: One or more or  Target: One or more or  1 round  Target: One or more or  1 round  Target: One or more or  1 round  Target: One or more or  Spiders; 17-18 Centip 1 round  Target: One or more or  Target: One or more	Instantaneous  Instan	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.) e what sort of creature is 144 points of damage is sting and concentratior is, but fire and damaging perse a swam immedia or move up to 30 feet per Medium (200 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. MC  Caster Level: 10  V.S.M/DF  Caster Level: 10  Summoned]. A creature 1 point per three caste 1. The creatures 2 tacks are affects can force attery if appropriate to the round (or 90 feet per 1)  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The le swarm summoned. round if she has  SC: p.217
Image: Share Husk	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: No DC: 15, Will negates (harmless) SR: No mage and threatens on 18-20. See text. SR: No	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other creature who takes any other treatures who are imm in the swarm. The swar in area or effect spells, ster, however, can [as is— Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You  10 minutes	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sure; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellics m cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level	Medium (200 ft.) e subject's normal place al attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 144 points of damage- sting and concentration, but fire and damaging on the concentration on wore up to 30 feet per Medium (200 ft.)  Living creature touched	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V,S. DF  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  V.S.M/DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonnagical, it to disperse. The es warm summoned, round if she has  SC: p.217  SC: p.221
Conjuration	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged: see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other ore ram who takes any other reatures who are imm in the swarm. The swar in area or effect spells, ster, however, can [as a  Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sure; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellics m cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level	Medium (200 ft.) e subject's normal place al attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 144 points of damage- sting and concentration, but fire and damaging on the concentration on wore up to 30 feet per Medium (200 ft.)  Living creature touched	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V,S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M/DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonnagical, it to disperse. The es warm summoned, round if she has  SC: p.217  SC: p.221
Continued on the standard of the standard of the standard of the standard rules for attacking. This spell does from any other source, this spell false. Arcane Material Components of Calls creature to fight.    Continued on the standard rules for attacking. This spell does from any other source, this spell falis. Arcane Material Components of the standard rules for attacking. This spell does from any other source, this spell falis. Arcane Material Components of the standard rules for attacking. This spell does from any other source, this spell falis. Arcane Material Components of the standard rules for attacking. This spell does from any other source, this spell falis. Arcane Material Components of the standard of the standard of the spell falis. The standard of the standard of the spell falis. Arcane Material Components of the standard of the spell substandard of the spell substand	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged: see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other creature who takes any other treatures who are imm in the swarm. The swar in area or effect spells, ster, however, can [as is— Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You  10 minutes	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sure; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellics m cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level	Medium (200 ft.) e subject's normal place al attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart Close (50 ft.)  what sort of creature is 144 points of damage- sting and concentration, but fire and damaging on the concentration on wore up to 30 feet per Medium (200 ft.)  Living creature touched	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V,S. DF  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  V.S.M/DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonnagical, it to disperse. The es warm summoned, round if she has  SC: p.217  SC: p.221
Comparison of the sum of the su	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged: see text., The subjects can immediately manot allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  SR: Yes (harmless)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of 1 y attacking all other cre 1 round takes any other 1 round  Target: One swarm of 1 round  Target: One swarm of 1 round  Target: One swarm of 2 stacking all other cre 1 round  Target: One swarm of 2 stacking all other cre 2 symbol or stacking all other 2 symbol or stacking all other 3 symbol or symbol	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see er action, including leaving the swarm, takes such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm te edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level dd	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.) 30 ft. apart  Close (50 ft.)  what sort of creature is 1.44 points of damage is 1.44 points of damage is sting and concentration, but fire and damaging or move up to 30 feet per Medium (200 ft.)  Living creature touched	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  S.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who in levels. Spellcasting or s are nonnagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  SC: p.221
Comparison of the standard of the standard of the standard of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comparison of the standard of t	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manor allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: Yes (harmless) SR: No DC: 15, Will negates [harmless] SR: No SR: No SR: No	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One swarm of 1 y attacking all other ore 1 round  Target: One swarm of 1 y attacking all other ore 1 round  Target: One or more 1 round  Target: One creature 1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You	Instantaneous sis in a 20-ft,-radius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents speller m cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level dd 1 hour/level [D]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature in the prior of damage sting and concentration should be concentration or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S., DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S., DF  Caster Level: 10  V.S., DF  Caster Level: 10  V.S., DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or a renormagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  SC: p.221  PHB: p.296
Constitution   Cons	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text. SR: No If little creatures carpets the effect's area, viciousl point of damage on its turn. A creature in the swe arm of poisonous creatures deals no damage to tites also make a creature immune to damage for always once summoned. A druid cas square of red cloth. [1-8= Rats; 9-14=Bats; 15-16 SR: Yes [harmless]  SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] imal knows.	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One or more of 1 round  Target: One swarm of y attacking all other creatures who are imm in the swarm. The swar in area or effect spells, ster, however, can [as a Spiders; 17-18 Centip 1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous uare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders seatures there. [Roll on the table below to see er action, including leaving the swarm, takes such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm te edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level dd	Medium (200 ft.) e subject's normal place all attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.) 30 ft. apart  Close (50 ft.)  what sort of creature is 1.44 points of damage is 1.44 points of damage is sting and concentration, but fire and damaging or move up to 30 feet per Medium (200 ft.)  Living creature touched	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, for V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who in levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  SC: p.221
Content   Cont	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manor allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: Yes (harmless) SR: No DC: 15, Will negates [harmless] SR: No SR: No SR: No	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of 1 round  Target: One swarm of 1 y attacking all other cre 1 round or are imm 1 the swarm. The swar 1 area or effect spells, ster, however, can [as a 5 piders; 17-18 Centip 1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: You  Standard Action	Instantaneous sis in a 20-ft,-radius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents speller m cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t edes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level dd 1 hour/level [D]	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature in the prior of damage sting and concentration should be concentration or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fro  V.S., DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S., DF  Caster Level: 10  V.S., DF  Caster Level: 10  V.S., DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296
Company   Company	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment. A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: No SR: No of little creatures carpets the effect's area, viciously point of damage on its turn. A creature in the swe arm of poisonous creatures deals no damage to ities also make a creature immune to damage from ties also make a creature immune to damage from ties also make a creature immune to damage to ities also make a creature immune to damage from sarguery of red cloth. [1-8= Rats; 9-14=Bats; 15-16 SR: Yes [harmless]  SR: No DC: 15, Will negates [harmless] SR: No DC: 15, Will negates (object)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range dional attack in a round  Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more s  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  2 stacking all other ore may be takes any othe preatures who are imm who takes any othe preatures who are imm area or effect spells, ster, however, can las s  Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] breatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders satures there. [Roll on the table below to see ar action, including leaving the swarm, takes une to poison, though it still prevents spellor m cannot be fought effectively with weapons such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm tedes; 19-20 Flying Beettles] 10 minutes/level [D]  1 round  1 hour/level dd 1 hour/level [D] Instantaneous oden object/level, all within a 20-ft. radius	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage, but fire and damaging perse a swarm immedia or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/Caster Level: 10  V.S.M/Caster Level: 10  V.S.DF  Caster Level: 10  V.S.Caster Level: 10  V.S.Caster Level: 10  V.S.Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who er levels. Spellcasting or s are nonmagical. it to disperse. The er swarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
Content   Content	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment: A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: Yes (harmless) SR: No DC: 15, Will negates [harmless] SR: No DC: 15, Will negates (object) SR: Yes (object)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch  1 standard action  Target: One or more schools are schools a	Instantaneous  Instan	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature in the prior of damage sting and concentration should be concentration or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, free V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S. Caster Level: 10  V.S. Caster Level: 10  V.S. Caster Level: 10  V.S. Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296
Company   Company	SR: Yes s. DC: 15, Will negates [harmless] SR: Yes [harmless] Inged; see text., The subjects can immediately manot allow the subject to make more than one additionment. A few scales from a snake.  SR: No DC: 15, Will negates (harmless) SR: Yes (harmless)  SR: No mage and threatens on 18-20. See text.  SR: No SR: No SR: No of little creatures carpets the effect's area, viciously point of damage on its turn. A creature in the swe arm of poisonous creatures deals no damage to ities also make a creature immune to damage from ties also make a creature immune to damage from ties also make a creature immune to damage to ities also make a creature immune to damage from sarguery of red cloth. [1-8= Rats; 9-14=Bats; 15-16 SR: Yes [harmless]  SR: No DC: 15, Will negates [harmless] SR: No DC: 15, Will negates (object)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range dional attack in a round  Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more s  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  2 stacking all other ore may be takes any othe preatures who are imm who takes any othe preatures who are imm area or effect spells, ster, however, can las s  Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo	Instantaneous  Instan	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage, but fire and damaging perse a swarm immedia or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/Caster Level: 10  V.S.M/Caster Level: 10  V.S.M/Caster Level: 10  V.S.DF  Caster Level: 10  V.S.Caster Level: 10  V.S.Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The ele swarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
Chool: Divination  Effect: You can sense all the stimuli the target animal sense:  □□□□Snake's Swiftness, Mass  School: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  □□□□Spider Climb  School: Transmutation  Effect: Grants ability to walk on walls and ceilings.  □□□□Spinterbolt  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing dae  □□□□Summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Summons swarm or bats, rats, or spiders., A swarm or takes no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarm disperses when it has taken a total of 2 hit points of (For example, only filers are affected by a gust of wind). The summoned bats or beetles]. Arcane Material Component: A  □□□□Swim  School: Transmutation [Water]  Effect: Gain swim speed and +8 to Swim checks.  □□□□Train Animal  School: Transmutation  Effect: You temporarily boost the number of tricks that an an understand the special	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged: see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, Will negates [harmless]  SR: No  DC: 15, Will negates [harmless]  SR: No  DC: 15, Will negates (object)  SR: Yes (object)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  1 round  Target: One swarm of  y attacking all other creature who are imm in the swarm. The swar in area or effect spells, ster, however, can [as a spiders; 17-18 Centip  1 round  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo  1 standard Action  Target: One Small wo  1 standard action  Target: One Small wo  1 standard action  Target: Winged creature	Instantaneous sis in a 20-ftradius burst ed attack. Taking this action doesn't affect the If the subject has already made an additor Instantaneous sare; see text  10 minutes/level hed Instantaneous streams of splinters  1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders setures there. [Roll on the table below to see er action, including leaving the swarm, takes une to poison, though it still prevents speller cannot be fought effectively with weapon such as gust of wind and stinking cloud, dis a move-equivalent action] direct the swarm t eddes; 19-20 Flying Beettles]  1 minutes/level [D]  Instantaneous oden object/level, all within a 20-ft. radius  1 minute/level ure touched	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage is 144 points of damage or 144 points of more up to 30 feet per 144 points of the 144 points of more up to 30 feet per 144 points of the 144	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S., DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical it to disperse. The les warm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300  SC: p.240
Constitution   Cons	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged; see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  mage and threatens on 18-20. See text.  SR: No  DC: 15, Will negates the effect's area, viciously and the swarm of poisonous creatures deals no damage to its sum and the swarm of poisonous creatures deals no damage to the swarm is stationary once summoned. A druid cat swarm is stationary once summoned. A fund cat swarm is stationary once summo	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of the standard action  Target: One or more of the standard action  Target: One or more of the standard action  Target: One creature  1 round  Target: One swarm of yattacking all other ore min who takes any othe reatures who are imm who takes any othe standard so end of the standard action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo  1 standard action  Target: Winged creature  1 standard action	Instantaneous  Instan	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.) 30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage, but fire and damaging perse a swarm immedia or move up to 30 feet per Medium (200 ft.)  Living creature touched  Touch  Personal  Close (50 ft.)	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The eswarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300
Chool: Divination  Effect: You can sense all the stimuli the target animal sense:  □□□□Snake's Swiftness, Mass  School: Transmutation  Effect: Subjects may make another single attack melee or ra and follows the standard rules for attacking. This spell does from any other source, this spell fails. Arcane Material Comp  School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.  □□□□Spider Climb  School: Transmutation  Effect: Grants ability to walk on walls and ceilings.  □□□□Spinterbolt  School: Conjuration (Creation)  Effect: Make ranged attack to hit, on hit deal 4d6 piercing dae  □□□□Summon Nature's Ally II  School: Conjuration (Summoning)  Effect: Summons swarm or bats, rats, or spiders., A swarm or takes no actions other than fighting off the creatures takes 1 concentrating on spells within the swarm is impossible. A swarm disperses when it has taken a total of 2 hit points of (For example, only filers are affected by a gust of wind). The summoned bats or beetles]. Arcane Material Component: A  □□□□Swim  School: Transmutation [Water]  Effect: Gain swim speed and +8 to Swim checks.  □□□□Train Animal  School: Transmutation  Effect: You temporarily boost the number of tricks that an an understand the special	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged: see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  mage and threatens on 18-20. See text.  SR: No  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 15, Will negates [harmless]  SR: No  DC: 15, Will negates [harmless]  SR: No  DC: 15, Will negates (object)  SR: Yes (object)	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round  Standard Action  Target: 10 ft./level squ  Standard Action  Target: Creature touch  1 standard action  Target: One or more of  1 round  Target: One or more of  2 standard or einm  1 the swarm. The swar  1 area or effect spells, ster, however, can [as a  Spiders; 17-18 Centip  1 round  Target: One creature  1 swift action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: One Small wo  1 standard action  Target: Winged creature  1 standard action  Target: Winged creature  1 standard action  Target: One creature	Instantaneous  Instantaneous  Is in a 20-ftradius burst  ed attack. Taking this action doesn't affect the  If the subject has already made an additor  Instantaneous  Jare; see text  10 minutes/level  Instantaneous	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage is 144 points of damage or 144 points of more up to 30 feet per 144 points of the 144 points of more up to 30 feet per 144 points of the 144	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S., DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical. it to disperse. The le swarm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300  SC: p.240
Constitution   Cons	SR: Yes  S.  DC: 15, Will negates [harmless]  SR: Yes [harmless]  Inged; see text., The subjects can immediately mand allow the subject to make more than one additionent: A few scales from a snake.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: No  mage and threatens on 18-20. See text.  SR: No  DC: 15, Will negates the effect's area, viciously and the swarm of poisonous creatures deals no damage to its sum and the swarm of poisonous creatures deals no damage to the swarm is stationary once summoned. A druid cat swarm is stationary once summoned. A fund cat swarm is stationary once summo	Target: Animal touche  1 standard action  Target: Allied creature ake one melee or range tional attack in a round Standard Action  Target: 10 ft./level squ Standard Action  Target: Creature touch  1 standard action  Target: One or more s  1 round  Target: One or more of the standard action  Target: One or more of the standard action  Target: One or more of the standard action  Target: One creature  1 round  Target: One swarm of yattacking all other ore min who takes any othe reatures who are imm who takes any othe standard so end of the standard action  Target: You  10 minutes  Target: Animal touche  Standard Action  Target: You  Standard Action  Target: One Small wo  1 standard action  Target: Winged creature  1 standard action	Instantaneous  Instantaneous  Is in a 20-ftradius burst  ed attack. Taking this action doesn't affect the  If the subject has already made an additor  Instantaneous  Jare; see text  10 minutes/level  Instantaneous	Medium (200 ft.) e subject's normal placal attack, due to a prior Close (50 ft.)  Touch  Close (50 ft.)  Close (50 ft.)  Close (50 ft.)  30 ft. apart  Close (50 ft.)  what sort of creature is 144 points of damage is 144 points of damage or 144 points of more up to 30 feet per 144 points of the 144 points of more up to 30 feet per 144 points of the 144	Caster Level: 10  V.S.M/DF  Caster Level: 10 e in the initiative order. casting of this spell, fre  V.S. DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. Caster Level: 10	SC: p.193  This is a single attack on the haste spell, or PHB: p.280  PHB: p.283  SC: p.203  PHB: p.288  PHB: p.289  re in the swarm who or levels. Spellcasting or s are nonmagical it to disperse. The les warm summoned. round if she has  SC: p.217  SC: p.221  PHB: p.296  PHB: p.300  SC: p.240

		Druid Spe	ells			
Effect: Creature fails it's save takes 1d8 cold damage each	n round; see text.	•				
□□□□ Wood Shape	DC: 15, Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	PHB: p.303
School: Transmutation  Effect: Rearranges wooden objects to suit you.	SR: Yes (object)	Target: One touched	piece of wood no larger than 10 cu. ft. + 1 ft	./level	Caster Level: 10	
□□□□ Wracking Touch	DC: 15, Fortitude half	1 standard action	Instantaneous	Touch	V,S	SC: p.243
School: Necromancy  Effect: Deal 1d6 +1 per caster level [max +10] plus you ge	SR: Yes t sneak attack damage if you possess the ability.	Target: Creature tour	ched		Caster Level: 10	
□□□□□Zone of Glacial Cold	DC: 15, Fort half	Standard Action	10 rounds	Medium (200 ft.)	V,S,M	FrstB: p.106
School: Conjuration [Cold] Effect: Zone deals 1d6 cold damage each round.	SR: No	Target: 20-ftradius			Caster Level: 10	
		LEVEL	3			
Name	Save Information	Time	Duration	Range	Comp.	Source
Air Breathing	DC: 16, Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	SC: p.8
School: Transmutation  Effect: Grants creatures the ability to breath air.	SR: Yes [harmless]	Target: Living creatu	res touched		Caster Level: 10	
□□□□□ Align Fang, Mass	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	SC: p.9
School: Transmutation  Effect: Same as algin fang, but on multiple creatures.	SR: Yes [harmless]	Target: One or more	creatures, no two of which are more than 30	ft. apart	Caster Level: 10	
□□□□□ Alter Fortune		1 immediate action	Instantaneous	Close (50 ft.)	V,X	PHB II: p.101
School: Divination  Effect: Target must reroll any die roll it just made taking th	SR: No	Target: One creature			Caster Level: 10	

			3			
Name	Save Information	Time	Duration	Range	Comp. S,M/DF	Source
Air Breathing	DC: 16, Will negates [harmless]	1 standard action	2 hours/level; see text	Touch		SC: p.8
School: Transmutation  Effect: Grants creatures the ability to breath air.	SR: Yes [harmless]	Target: Living creature	es touched		Caster Level: 10	
Align Fang, Mass	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	SC: p.9
School: Transmutation	SR: Yes [harmless]		reatures, no two of which are more than 30		Caster Level: 10	
Effect: Same as algin fang, but on multiple creatures.	ort. Tes [namicss]	rarget. One of more o	reactives, no two or which are more than so	it. apart	Oddier Level. 10	
□□□□□ Alter Fortune		1 immediate action	Instantaneous	Close (50 ft.)	V,X	PHB II: p.101
School: Divination	SR: No	Target: One creature			Caster Level: 10	
Effect: Target must reroll any die roll it just made taking the						
□□□□ Attune Form	DC: 16, N/A	1 standard action	24 hours	Touch	V,S,M/DF	SC: p.17
School: Transmutation	SR: N/A	Target: One creature/3	3 levels		Caster Level: 10	
Effect: Attunes the affected creatures to the plane you are companies and the plane you are co		A star last setter	A 10	Description	V 0 M	00 . 00
□□□□□ Bite of the Werewolf	DC: 16, N/A	1 standard action	1 round/level	Personal	V,S,M	SC: p.29
School: Transmutation	SR: N/A	Target: You			Caster Level: 10	
Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural arm	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
School: Transmutation	SR: Yes [harmless]	Target: Creature touch			Caster Level: 10	
Effect: Grant blindsight to 30 ft.	SR. Tes [Halffliess]	rarget. Creature touci	ieu		Caster Level. 10	
Call Lightning	DC: 16, Reflex half	1 round	1 minute/level	Medium (200 ft.)	V,S	PHB: p.207
School: Evocation [Electricity]	SR: Yes	Target: One or more 3	0-ftlong vertical lines of lightning		Caster Level: 10	
Effect: Calls down one lightning bolt/level [max 10] over dura						
□□□□□ Capricios Zephyr	DC: 16, None and Reflex partial; see text	1 standard action	1 round/level	Medium (200 ft.)	V,S	SC: p.43
School: Evocation [Air]	SR: Yes	Target: 5-ftdiameter			Caster Level: 10	
Effect: Ball of swirling dust and air that bull rush attacks with						
□□□□□ Charge of the Triceratops	DC: 16, Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	SC: p.45
School: Transmutation	SR: Yes	Target: Living creature			Caster Level: 10	
Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If g	ore is used as part of a charge it does double dan DC: 16, N/A	nage. Also gain +4 Natu 1 minute	ural Armor. Instantaneous	Personal	V.S	SC: p.46
Circle Dance			modifications	i croundi		00. p.40
School: Divination  Effect: Get direction and general status of a known target.	SR: N/A	Target: You			Caster Level: 10	
Corona of Cold	DC: 16, Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	SC: p.52
School: Evocation [Cold]	SR: Yes	Target: 20-ftradius sp			Caster Level: 10	•
Effect: Gain fire resistance 10, and deal 1d12 damage to all				ie area.	Oddier Level. 10	
Creaking Cacophony		1 standard action	1 round/level	Medium (200 ft.)	V,S	SC: p.55
School: Illusion (Figment) [Sonic]	SR: Yes	Target: 40-ftradius sp	pread		Caster Level: 10	
Effect: All who are in the effect have -4 to listen. Spellcaster						
Crown of Clarity	DC: 16, Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.107
School: Divination	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 10	
Effect: +2 competence bonus to Listen and Spot checks or i	f subject discharges spell gain +8 on a single Spot DC: 16, Fortitude half [object]	t or Listen check.  1 standard action	Instantaneous	Medium (200 ft.)	V,S	SC: p.56
Crumble				Wedium (200 it.)		30. p.36
School: Transmutation	SR: Yes [object]	Target: One structure	or construct		Caster Level: 10	
Effect: Deal 1d8/level [max 10d8] damage to structure, ignor	DC: 16, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touch			Caster Level: 10	
Effect: Cures 2d8 +1/level [max +10] damage.	SA. Tes (Hairiless), see text	rarget. Creature touch	ieu		Caster Level. 10	
□□□□ Daylight		Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216
School: Evocation [Light]	SR: No	Target: Object touched	d		Caster Level: 10	
Effect: 60-ft. radius of bright light.		ÿ ,				
□□□□□ Dehydrate	DC: 16, Fortitude negates	1 standard action	Instantaneous	Medium (200 ft.)	V,S,DF	SC: p.62
School: Necromancy	SR: Yes	Target: One living crea	ature		Caster Level: 10	
Effect: Deal 1d6 plus 1/3 caster levels [max +5].				•	V 0 00	DUD
Diminish Plants		Standard Action	Instantaneous	See text	V,S, DF	PHB: p.221
School: Transmutation	SR: No	Target: See text			Caster Level: 10	
Effect: Reduces size or blights growth of normal plants.	DC: 16, Will negates	1 round	1 round/level	Close (50 ft.)	V,S	PHB: p.224
Dominate Animal School: Enghantment (Compulsion) [Mind Affecting]				5.550 (50 It.)	Caster Level: 10	b. p.zz-
School: Enchantment (Compulsion) [Mind-Affecting]  Effect: Subject animal obeys silent mental commands.	SR: Yes	Target: One animal			Caster Level: 10	
Downdraft	DC: 16, Reflex partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,M	SC: p.72
School: Evocation [Air]	SR: Yes	Target: Cylinder [20-ft.	radius, 100 ft. highl		Caster Level: 10	
Effect: Either send a flying creature down 50 ft. or 100 ft. Th	ey take fall damage if they collide with the ground		,			
□□□□□ Earthen Grace	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.76
School: Abjuration [Earth]	SR: Yes [harmless]	Target: Living creature			Caster Level: 10	
Effect: Earth and stone damage is treated as nonlethal [inclu						
□□□□□ Energy Vortex	DC: 16, Reflex half	1 standard action	Instantaneous	20 ft.	V,S	SC: p.81
School: Evocation [Choose:Acid, Cold, Fire, Electricity,	SR: Yes	Target: All creatures w	vithin a 20-ftradius burst centered on you		Caster Level: 10	
Sonic]  Effect: Choose a energy type and it causes 1d8 +1/caster le	evel [max +20]. You may double the damage if you	forgoe a save and take	e the damage as well.			
Entangling Staff	DC: 16, Fortitude negates [harmless,object]		1 round/level [D]	Touch	V,S,F	SC: p.83
School: Transmutation	SR: Yes [harmless]	Target: Quarterstaff to	• •		Caster Level: 10	•
Effect: Each time you successfully strike foe you can start a				t		
□□□□□ Evard's Manacing Tentacles		1 standard action	1 round/level	Personal	V,S,M	PHB II: p.113
School: Transmutation	SR:	Target: You			Caster Level: 10	
Effect: You create two tentacles with a 10-foot reach. As a fi	ree action direct each one to attack an opponent in	n range using your base	e attack bonus and Str Modifier. Bludgeonin	g Damage dealt is 1d8	+Str Modifier. Also gain	+4 bonus on Climb
checks  Graph Fire Wings		1 round	1 minute/level	Personal	V,S,M,F	SC: p.93
THE REPORT OF THE PROPERTY OF	DC: 16 N/A	i iouliu	i iiiiide/ievei	i craciiai		00. p.30
•	DC: 16, N/A	Torquet: Vo.:				
School: Transmutation [Fire]	DC: 16, N/A SR: N/A	Target: You			Caster Level: 10	
School: Transmutation [Fire] Effect: Attack or Fly; see text.		Target: You 1 swift action	1 round	Personal	Caster Level: 10	SC: p.96
School: Transmutation [Fire]  Effect: Attack or Fly; see text.	SR: N/A DC: 16, N/A	1 swift action	1 round	Personal	V	SC: p.96
School: Transmutation [Fire] Effect: Attack or Fly; see text.	SR: N/A DC: 16, N/A SR: N/A	1 swift action  Target: You	1 round	Personal		SC: p.96
School: Transmutation [Fire]  Effect: Attack or Fly; see text.  Graph Fly, Swift  School: Transmutation	SR: N/A DC: 16, N/A SR: N/A	1 swift action  Target: You	1 round 1 hour/level [D]	Personal Personal	V	SC: p.96 SC: p.98
School: Transmutation (Fire) Effect: Attack or Fly; see text.  Chool: Transmutation Effect: This spell functions like fly, except as noted., This spe	SR: N/A  DC: 16, N/A  SR: N/A  ell functions like fly [PH 232], except as noted abo	1 swift action  Target: You ve.			V Caster Level: 10	
School: Transmutation [Fire]  Effect: Attack or Fby; see text.  Gray; see text.  School: Transmutation  Effect: This spell functions like fly, except as noted., This spell  Gray: Forestfold	SR: N/A  DC: 16, N/A  SR: N/A  Bil functions like fly [PH 232], except as noted abo DC: 16, N/A  SR: N/A	1 swift action  Target: You  ve. 1 standard action	1 hour/level [D]		V Caster Level: 10 V,S	

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

			Druia Spe	elis			
		SR: No			Personal		SC: p.105
Per	□□□□□ Girallon's Blessing				Touch		SC: p.106
March   Mar	Effect: Gain an additional pair of arms; see text		-		Medium (200 ft.)		SC: p.113
Montange	School: Transmutation					Caster Level: 10	
	School: Evocation [Cold]	SR: Yes	Target: One creature	Instantaneous	Close (50 ft.)		SC: p.118
Continue	Icelance	DC: 16, Fortitude partial	1 standard action		Medium (200 ft.)		SC: p.119
Control of control one promoted Section Control of Co	Effect: Creates an ice lance; ranged touched attack at +4, if	it hit causes 6d6 points, make save or be stunned	for 1d4 rounds.		Touch		SC: p.123
Section   Content   Cont	Effect: Deal 1d4 constitution per round. Save ends the spell	and the effect.			Close (E0 ft )		SC: p 197
Description of Charge   Control of Charge	School: Transmutation	SR: Yes [harmless]					30. p. 127
Description of the process of the	Charge School: Transmutation	DC: 16, N/A		1 round	Personal		SC: p.133
Description of the process of the	□□□□□Magic Fang, Greater				Close (50 ft.)		PHB: p.250
Description of the property between the property	Effect: One natural weapon of subject creature gets +2 on a	ttack and damage rolls.			Personal		PHB: p.252
Part   Table 4 for a cell strong [Bit Dec. Cell or long strong parts (large collection of long strong parts)   Parts (large	Effect: You and your gear merge with stone.		-	10 minutes/level	Touch		SC: p 145
Part	School: Transmutation	SR: Yes [harmless]					
	□□□□□ Nature's Rampart School: Transmutation				Medium (200 ft.)		SC: p.146
	□□□□□ Neutralize Poison				Touch		PHB: p.257
Section   Section   Processor coords   Section   Secti	□□□□□ Plant Growth			Instantaneous	See text		PHB: p.262
Entert   Count   Cou	Effect: Grows vegetation, improves crops.	DC: 16, Fortitude negates; see text	Standard Action		Touch	V,S, DF	PHB: p.262
Protect You assume the physical appearance and many of the qualifies of a choise networtal Physical Agreement (1971)   Protection from Energy	Effect: Touch deals 1d10 Con damage, repeats in 1 minute.				Personal		SC: p.161
Service   Absonct   Service   Familians   Service   Familians   Service   Familians   Service	School: Transmutation	SR: N/A he qualities and abilities of a chosen elemental [fin	e, water, earth, air]; see				
	School: Abjuration	SR: Yes (harmless)		-	Touch		PHB: p.266
### Effect Estinguishes normagical files or one magic lates or one magic lates or one magic lates of the first published in the property of the first published action in 1 round/level   Personal   V.S.   SC p. 164	□□□□□ Quench	DC: 16, None or Will negates (object)			Medium (200 ft.)		PHB: p.267
Serious   Conjunation   Healing    SR Yes   Animaless    Standard Action   Instantaneous   Touch   V.S.   PHB; p.271	Quillfire	·		1 round/level	Personal		SC: p.164
	Remove Disease		Standard Action		Touch		PHB: p.271
Service   Serv	Effect: Cures all diseases affecting subject.				Close (F0 ft )		SC: p 174
	School: Abjuration	SR: Yes [harmless]					30. p.174
School: Conjuration (Creation) [Cold]   SR: No   Target-Cylinder 40   Toundflevel   Di   Personal   V.S. M/DF   PHB: p.280	□□□□□ Sink	DC: 16, Will negates					SC: p.190
Effect. Hampers vision and movement.	□□□□□ Sleet Storm	90 N		1 round/level	Long (800 ft.)	, - , -	PHB: p.280
Chock Transmutation         SR: N/A         Target: You         Caster Level: 10         Caster Level: 10         Effect: Turns one of your arms into a venomous snake; see text.         3 rounds         Until triggered or broken         Touch         V.S, DF         PHB: p.280           School: Transmutation         SR: No         7 arget: Touched non-margical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level: Caster Level: 10         Caster Level: 10           Effect: Transmutation         SR: No         7 arget: Touched non-margical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level: Caster Level: 10         Caster Level: 10           School: Transmutation         SR: No         7 arget: One creature/level, no two of which are more than 30 ft. apart         Quite Level: 10         Caster Level: 10           Effect: Same as Snowshoes, except as noted.         SR: No         7 arget: You         Target: You         Personal         V,S         PHB: p.282           School: Divination         SR: No         7 arget: You         Target: You         To minute/level         Personal         V,S         PHB: p.282           School: Divination         SR: No         7 arget: You         Target: You         To minute/level         To uch with are more than 30 ft. apart         V,S. MID         PHB: p.282           School: Transmutation         SR: No         7 arget: You         Target: You         <	Effect: Hampers vision and movement.			1 round/level [D]	Personal		SC: p.193
School: Transmutation SR: No Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level Caster Level: 10 Effect: Creates a magic booby trap.    Close (50 ft.)   V.S   SC: p.194   School: Transmutation   SR: Yes [harmless]   1 standard action   1 hour/level [D]   Close (50 ft.)   V.S   SC: p.194   School: Transmutation   SR: Yes [harmless]   Target: One creature/level, no two of which are more than 30 ft. apart   Caster Level: 10   Effect: Same as Snowshoes, except as noted.   SR: No   Target: You   Target: You   Caster Level: 10   Speak with Plants   SR: No   Target: You   Target: You   Touch   V.S. M/DF   SC: p.202   School: Divination   SR: Yes [harmless]   1 standard action   10 minutes/level   Touch   V.S. M/DF   SC: p.202   School: Transmutation   SR: Yes [harmless]   Target: Creature touched   Caster Level: 10   Cas	School: Transmutation Effect: Turns one of your arms into a venomous snake; see						D.I.D
Showshoes, Mass   DC: 16, Will negates [harmless]   1 standard action   1 hour/level [D]   Close (50 ft.)   V.S   SC: p.194	School: Transmutation	SR: No					PHB: p.280
Effect: Same as Snowshoes, except as noted.	School: Transmutation				` '		SC: p.194
Effect: You can talk to normal plants and plant creatures.    Caster Level: 10   Caster L	Effect: Same as Snowshoes, except as noted.  Speak with Plants	SR: No		1 minute/level	Personal		PHB: p.282
Effect: Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].	Effect: You can talk to normal plants and plant creatures.  Spiderskin	DC: 16, Will negates [harmless]	1 standard action		Touch	V,S,M/DF	SC: p.202
School: Transmutation SR: Yes Target: 20-ft. squares/level Caster Level: 10  Effect: Creatures in area take 1d4 damage, may be slowed.	Effect: Grants recipient +1 to natural AC, +1 save against per	oison and +1 bonus to Hide checks for every three	caster levels [max +5]		Medium (200 ft )		PHB: p.283
Spikes	School: Transmutation	SR: Yes					p.200
□□□□Spiritjaws  1 standard action 1 round/level [D] Medium (200 ft.) V,S,M SC: p.202  School: Evocation [Force] SR: Yes Target: Jaws of force  Effect: Jaws attempt to grapple the target; see text  □□□□Standing Wave  DC: 16, Reflex negates  1 standard action 10 minutes/level [D] Close (50 ft.) V,S,DF SC: p.204  School: Transmutation  SR: Yes Target: Waves under a creature or object within range  Effect: Transports across water; see text.	School: Transmutation	SR: No			Touch		SC: p.202
Effect: Jaws attempt to grapple the target; see text  I standard action 10 minutes/level [D] Close (50 ft.) V.S.DF SC: p.204  School: Transmutation SR: Yes Target: Waves under a creature or object within range  Effect: Transports across water; see text.	□□□□□ Spiritjaws			1 round/level [D]	Medium (200 ft.)		SC: p.202
Effect: Transports across water; see text.	Effect: Jaws attempt to grapple the target; see text	DC: 16, Reflex negates	1 standard action	* *	Close (50 ft.)	V,S,DF	SC: p.204
		SK: Yes	-			Caster Level: 10	

		Druid Spe	ells			
School: Transmutation [Earth]	SR: No	Standard Action	Instantaneous e object touched, up to 10 cu. ft. +1 cu. ft./le	Touch	V,S,M/DF Caster Level: 10	PHB: p.284
Effect: Sculpts stone into any shape.	O.C. NO					
School: Conjuration (Summoning)	SR: No	1 round	1 round/level [D] creatures, no two of which can be more than	Close (50 ft.)	V,S, DF Caster Level: 10	PHB: p.288
Effect: Calls creature to fight.						
Thornskin School: Transmutation	DC: 16, N/A	1 standard action	1 round/level [D]	Personal	V,S,M	SC: p.219
Effect: Sprout thorns from your skin that makes your unarm	SR: N/A ed deal lethal plus an extra 1d6 piercing damage	Target: You on unarmed attacks.			Caster Level: 10	
□□□□ Thunderous Roar	DC: 16, Fortitude partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,DF	SC: p.220
School: Evocation [Sonic]  Effect: All creatures in the area take 1d6 sonic damage per	SR: Yes two caster levels; see text.	Target: 20-ftradius b	purst		Caster Level: 10	
□□□□□Treasure Scent	DC: 16, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.223
School: Divination  Effect: Detect copper, silver, gold, platinum, and gems withi	SR: N/A	Target: You			Caster Level: 10	
Tremor	DC: 16, See text	1 standard action	1 round/3 levels	Medium (200 ft.)	V,S,DF	SC: p.223
School: Evocation [Earth]	SR: No	Target: 40-ftradius s	pread		Caster Level: 10	
Effect: Disrupts concentration; see text.	DC: 16, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	SC: p.229
School: Conjuration (Healing)	SR: Yes [harmless]		2 levels, no two of which can be more than	30 ft. apart	Caster Level: 10	
Effect: Same as lesser vigor except it grants all targets fast	healing ability for the duration of the spell at 1 hp : DC: 16, See text	automatically healed pe 1 standard action	er round. 10 minutes/level	Medium (200 ft.)	V,S,M	SC: p.230
School: Conjuration (Creation)	SR: Yes	Target: 10-ftradius/le	evel spread		Caster Level: 10	
Effect: Creates a rapid growth of vines, see text.	DC: 16, Will negates (harmless)	Standard Action	100 minutes	Touch	V,S,M	Race Sto: p.163
School: Transmutation	SR: Yes (harmless)	Target: Creature touch			Caster Level: 10	
Effect: Target is not slowed by slopes, gains a climb speed		nancement bonus to Ju Standard Action	mp and Balance checks. 2 hours/level; see text	Touch	V,S,M/DF	DUD: n 200
□□□□□Water Breathing  School: Transmutation	DC: 16, Will negates (harmless)  SR: Yes (harmless)	Target: Living creature		Touch	Caster Level: 10	PHB: p.300
Effect: Subjects can breathe underwater.						
□□□□ Weather Eye  School: Divination	SR: No	1 hour	Instantaneous +1-mile/level centered on you	1 mile + 1 mile/level	V,S,M,F Caster Level: 10	SC: p.238
Effect: You may accurately predict the natural weather up to	one week into the future. If unnatural forces curre	ently affect the weather	then the spell acts as detect magic.			
□□□□ Wind Wall	DC: 16, None; see text	Standard Action	1 round/level	Medium (200 ft.)	V,S,M/DF	PHB: p.302
School: Evocation [Air]  Effect: Deflects arrows, smaller creatures, and gases.	SR: Yes	rarget: Wall up to 10	ft./level long and 5 ft./level high [S]		Caster Level: 10	
		LEVEL 4	4			
Name	Save Information	Time	T Duration	Range	Comp.	Source
Air Walk	Save information	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.196
School: Transmutation [Air]	SR: Yes (harmless)	Target: Creature [Gar	gantuan or smaller] touched		Caster Level: 10	
Effect: Subject treads on air as if solid [climb at 45-degree a	ingle].	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	PHB: p.200
School: Abjuration	SR: Yes	Target: 10-ftradius e	manation, centered on you		Caster Level: 10	
Effect: Keeps animated plants at bay.	DC: 17, Reflex half	1 standard action	Instantaneous	Close (50 ft.)	V,S,M/DF	SC: p.15
School: Conjuration (Creation) [Electricity]	SR: No	Target: A line between		,	Caster Level: 10	
Effect: Create a bolt of electricity between two creatures car	using 1d6/level [max 15d6] to both creatures and a DC: 17, N/A	anything in between the 1 standard action	em. 1 round/level	Personal	V,S,M	SC: p.28
School: Transmutation	SR: N/A	Target: You	i louitu/levei	reisolidi	Caster Level: 10	3C. p.26
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gai	n Bite attack; see text		Lestertene	T		DUD
School: Necromancy	DC: 17, Fortitude half; see text SR: Yes	Standard Action  Target: one plant/plan	Instantaneous	Touch	V,S, DF Caster Level: 10	PHB: p.206
Effect: Withers one plant or deals 1d6/level damage to plan	t creature.					
School: Transmutation	DC: 17, Will negates [harmless]  SR: Yes [harmless]	1 standard action  Target: Creature touch	1 minute/level	Touch	V,S Caster Level: 10	SC: p.32
Effect: Grant blindsight to 30 ft.	Sr. res [namiess]					
Bottle of Smoke	00 N	10 minutes	1 hour/level	Touch	V,S,F	SC: p.37
School: Conjuration (Creation)  Effect: Creates a steed made of smoke.	SR: No	Target: One smoky, h	orselike creature		Caster Level: 10	
□□□□ Briartangle	DC: 17, Reflex half	Standard Action	10 minutes [D]	Long (800 ft.)	V,S, DF	PGtF: p.100
School: Transmutation  Effect: Each entangled creature takes 1d8+5 in each subse	SR: Yes quent round it attempts to break free or move it ta	Target: Plants in a 40- kes a like amount of da			Caster Level: 10	
□□□□□ Burrow, Mass	DC: 17, Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	SC: p.41
School: Transmutation  Effect: Same as Burrow, except effects multiple creatures.	SR: Yes [harmless]	Target: One creature/	level, no two of which can be more than 30			
Call of Stone			level, no two or writer can be more than 50	tt. apart	Caster Level: 10	
	DC: 17, Fortitude partial	1 standard action	1 round/2 levels	Medium (200 ft.)	V,S	PHB II: p.105
School: Transmutation	SR: Yes					PHB II: p.105
	SR: Yes	1 standard action			V,S	PHB II: p.105 SC: p.45
School: Transmutation Effect: Target must make successive saves each round or s Chain of Eyes School: Divination	SR: Yes slowly turn into stone statue.	1 standard action  Target: One creature	1 round/2 levels 1 hour/level	Medium (200 ft.)	V,S Caster Level: 10	·
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes	SR: Yes slowly turn into stone statue. DC: 17, Will negates	1 standard action  Target: One creature  1 standard action	1 round/2 levels 1 hour/level	Medium (200 ft.)	V,S  Caster Level: 10  V,S	·
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants School: Transmutation	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action	1 round/2 levels  1 hour/level e touched	Medium (200 ft.)  Touch  Close (50 ft.)	V,S Caster Level: 10 V,S Caster Level: 10 V	SC: p.45
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action	1 round/2 levels  1 hour/level e touched 1 day/level	Medium (200 ft.)  Touch  Close (50 ft.)	V,S Caster Level: 10 V,S Caster Level: 10 V	SC: p.45
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes	1 standard action  Target: One creature  1 standard action  Target: Living creature  Standard Action  Target: Up to 2 HD/let	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apare	V,S Caster Level: 10 V,S Caster Level: 10 V t Caster Level: 10	SC: p.45 PHB: p.211
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apare	V,S Caster Level: 10 V,S Caster Level: 10 V t Caster Level: 10 V,S	SC: p.45 PHB: p.211
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes  Contagion and the selected disease; see text.	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar	V,S Caster Level: 10 V,S Caster Level: 10 V t Caster Level: 10 V,S Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes ocontagion and the selected disease; see text. DC: 17, N/A	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar	V,S Caster Level: 10 V,S Caster Level: 10 V t Caster Level: 10 V,S Caster Level: 10 V,S,M	SC: p.45  PHB: p.211  SC: p.52
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes a contagion and the selected disease; see text. DC: 17, N/A SR: N/A	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar  Touch  Personal	V.S Caster Level: 10 V.S Caster Level: 10 V t Caster Level: 10 V,S Caster Level: 10 V,S,M Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes  DC: 17, Fortitude negates SR: Yes  DC: 17, NA SR: N/A  DC: 17, None; see text SR: No	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b  1 round/level  1 hour/level [D]  10 minutes/level [D] ume of 10-ft. by 10-ft. by 2-ft. per level [S]	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apart  Touch  Personal  Long (800 ft.)	V.S Caster Level: 10 V,S Caster Level: 10 V t Caster Level: 10 V,S Caster Level: 10 V,S,M Caster Level: 10 V,S,M/DF Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes n contagion and the selected disease; see text. DC: 17, N/A SR: N/A  DC: 17, None; see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar  Touch  Personal	V.S Caster Level: 10 V.S Caster Level: 10 V t Caster Level: 10 V.S Caster Level: 10 V.S,M Caster Level: 10 V.S,M/DF	SC: p.45  PHB: p.211  SC: p.52  SC: p.52
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Copy of the properties of the	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Nes DC: 17, N/A SR: N/A DC: 17, None; see text SR: No DC: 17, Fortitude half SR: Yes additional rounds.	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]  10 minutes/level [D]  ume of 10-ft. by 10-ft. by 2-ft. per level [S]  See text	Touch  Close (50 ft.)  e more than 30 ft. apart  Touch  Personal  Long (800 ft.)  Close (50 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V t Caster Level: 10 V.S. Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56
School: Transmutation  Effect: Target must make successive saves each round or simple. Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Creeping Cold, Greater  School: Transmutation [Cold]  Effect: As creeping cold, but has a higher damage cap with  Cure Serious Wounds	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes  DC: 17, Nonagion and the selected disease; see text. DC: 17, N/A  SR: N/A  DC: 17, None; see text SR: No  DC: 17, Fortitude half SR: Yes additional rounds. DC: 17, Will half (harmless); see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b  1 round/level  1 hour/level [D]  10 minutes/level [D]  ume of 10-ft. by 10-ft. by 2-ft. per level [S]  See text  Instantaneous	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apart  Touch  Personal  Long (800 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V t Caster Level: 10 V.S. Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F. Caster Level: 10 V.S.F. Caster Level: 10 V.S.F. Caster Level: 10 V.S.F.	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Control Water  School: Transmutation [Cold]  Effect: As creeping cold, but has a higher damage cap with  Cure Serious Wounds  School: Conjuration (Healing)  Effect: Cures 3d8 +1/level [max +15] damage.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Nes DC: 17, N/A SR: N/A DC: 17, None; see text SR: No DC: 17, Fortitude half SR: Yes additional rounds.	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action Target: Creature toucl	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]  10 minutes/level [D] ume of 10-ft. by 10-ft. by 2-ft. per level [S] See text  Instantaneous hed	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar  Touch  Personal  Long (800 ft.)  Close (50 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V,S. Caster Level: 10 V,S.M. Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,F. Caster Level: 10 V,S,F. Caster Level: 10 V,S,F. Caster Level: 10 V,S,F. Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56  PHB: p.216
School: Transmutation  Effect: Target must make successive saves each round or standard transmutation  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Control Water  School: Transmutation [Cold]  Effect: As creeping cold, but has a higher damage cap with  Cure Serious Wounds  School: Conjuration (Healing)  Effect: Cures 3d8 +11evel [max +15] damage.	SR: Yes slowly turn into stone statue.  DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes  DC: 17, None; see text SR: No  DC: 17, None; see text SR: No  DC: 17, Fortitude half SR: Yes additional rounds. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/let 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action Target: Creature touck	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]  10 minutes/level [D] ume of 10-ft. by 10-ft. by 2-ft. per level [S] See text  Instantaneous hed Instantaneous	Touch  Close (50 ft.)  e more than 30 ft. apart  Touch  Personal  Long (800 ft.)  Close (50 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S.M Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F Caster Level: 10 V.S.F Caster Level: 10 V.S.F Caster Level: 10 V.S.F	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Control Water  School: Transmutation [Cold]  Effect: As creeping cold, but has a higher damage cap with  Control Water  School: Conjuration (Healing)  Effect: Cures 3d8 +1/level [max +15] damage.  Control Dispel Magic  School: Abjuration  Effect: Cancels magical spells and effects.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates SR: Yes  DC: 17, Fortitude negates SR: NA  DC: 17, N/A SR: N/A  DC: 17, None; see text SR: No  DC: 17, Fortitude half SR: Yes additional rounds. DC: 17, Will half (harmless); see text  SR: Yes (harmless); see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/lev 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action Target: Creature toucl Standard Action Target: Creature toucl Standard Action Target: One spellcaste	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]  10 minutes/level [D]  ume of 10-ft. by 10-ft. by 2-ft. per level [S] See text  Instantaneous hed Instantaneous er, creature, or object; or 20-ftradius burst	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar Touch  Personal  Long (800 ft.)  Close (50 ft.)  Touch  Medium (200 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F Caster Level: 10 V.S.F Caster Level: 10 V.S.Caster Level: 10 V.S.Caster Level: 10 Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56  PHB: p.216  PHB: p.223
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Control Water  School: Transmutation (Cold)  Effect: As creeping cold, but has a higher damage cap with  Control Water School: Transmutation (Cold)  Effect: Conjuration (Healing)  Effect: Conjuration (Healing)  Effect: Cures 3d8 +1/level [max +15] damage.  Conduction  Effect: Cancels magical spells and effects.  Effect: Cancels magical spells and effects.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: No DC: 17, N/A SR: N/A DC: 17, N/A DC: 17, None; see text SR: No DC: 17, Will half (harmless); see text SR: Yes additional rounds. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/lev 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action Target: Creature toucl Standard Action Target: Creature toucl Standard Action Target: One spellcaste 1 minute	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b 1 round/level  1 hour/level [D]  10 minutes/level [D] ume of 10-ft. by 10-ft. by 2-ft. per level [S] See text  Instantaneous hed Instantaneous	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar  Touch  Personal  Long (800 ft.)  Close (50 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F. Caster Level: 10 V.S.F. Caster Level: 10 V.S.Caster Level: 10 V.S.Caster Level: 10 V.S.Caster Level: 10 V.S.Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S.	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56  PHB: p.216
School: Transmutation  Effect: Target must make successive saves each round or s  Chain of Eyes  School: Divination  Effect: Scrying sensor passed along by touch.  Command Plants  School: Transmutation  Effect: Sway the actions of one or more plant creatures.  Contagious Touch  School: Necromancy  Effect: Any creature you hit with melee touch is afflicted with  Contingent Energy Resistance  School: Abjuration  Effect: Same as Contigency, except it is more limited.  Control Water  School: Transmutation [Water]  Effect: Raises or lowers bodies of water.  Control Water  School: Transmutation [Cold]  Effect: As creeping cold, but has a higher damage cap with  Control Water  School: Conjuration (Healing)  Effect: Cures 3d8 +1/level [max +15] damage.  Control Dispel Magic  School: Abjuration  Effect: Cancels magical spells and effects.	SR: Yes slowly turn into stone statue. DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Nes DC: 17, None; see text DC: 17, None; see text SR: No DC: 17, Fortitude half SR: Yes additional rounds. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No DC: 17, Will half (harmless); see text SR: No DC: 17, Will half (harmless); see text	1 standard action Target: One creature 1 standard action Target: Living creature Standard Action Target: Up to 2 HD/lev 1 standard action Target: You 1 minute Target: You Standard Action Target: Water in a vol 1 standard action Target: One creature Standard Action Target: Creature toucl Standard Action Target: Creature toucl Standard Action Target: One spellcaste	1 round/2 levels  1 hour/level e touched  1 day/level vel of plant creatures, no two of which can b  1 round/level  1 hour/level [D]  10 minutes/level [D]  ume of 10-ft. by 10-ft. by 2-ft. per level [S]  See text  Instantaneous hed  Instantaneous er, creature, or object; or 20-ftradius burst  1 hour/level	Medium (200 ft.)  Touch  Close (50 ft.) e more than 30 ft. apar Touch  Personal  Long (800 ft.)  Close (50 ft.)  Touch  Medium (200 ft.)	V.S. Caster Level: 10 V.S. Caster Level: 10 V.S. Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.F Caster Level: 10 V.S.F Caster Level: 10 V.S.Caster Level: 10 V.S.Caster Level: 10 Caster Level: 10	SC: p.45  PHB: p.211  SC: p.52  SC: p.52  PHB: p.214  SC: p.56  PHB: p.216  PHB: p.223

		Druia Spe	elis			
School: Transmutation	DC: 17, N/A SR: N/A	1 standard action  Target: You	10 minutes/level [D]	Personal	V,S Caster Level: 10	SC: p.84
Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jun	np, Listen, Spot and Survival checks. Gain Scent a DC: 17, Fortitude negates	ability. 1 standard action	Instantaneous	40 ft.	V,S	SC: p.86
School: Abjuration [Air]	SR: Yes		nantation centered on you, with 10-ftradiu		Caster Level: 10	СС. р.СС
Effect: Creates a hurricane with you unaffected at the center	; see text DC: 17, Reflex half	Standard Action	Instantaneous	Medium (200 ft.)	V.S. DF	DUD: p 224
School: Evocation [Fire]	SR: Yes	Target: Cylinder 10	Instantaneous	Medium (200 It.)	Caster Level: 10	PHB: p.231
Effect: Smite foes with divine fire for 1d6/level [max 15d6] da		rarget. Cyllinder 10			Caster Level. 10	
□□□□□ Freedom of Movement	DC: 17, Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	PHB: p.233
School: Abjuration	SR: Yes (harmless)	Target: You or creature	e touched		Caster Level: 10	
Effect: Subject moves normally despite impediments.  Giant Vermin		Standard Action	1 minute/level	Close (50 ft.)	V,S, DF	PHB: p.235
School: Transmutation	SR: Yes	Target: Up to three ver	rmin, no two of which can be more than 30		Caster Level: 10	·
Effect: Turns centipedes, scorpions, or spiders into giant ver						
Healing Spirit	DC: 17, Will half (harmless)	1 standard action	1 round/2 levels	Close (50 ft.)	V,S	PHB II: p.114
School: Conjuration (Healing)  Effect: Create a spirit that heals with positive energy 1d8 [ur	SR: Yes (harmless) dead are dealt damage] Flies at 30 ft.; see text.	Target: One conjured	nealing spirit		Caster Level: 10	
□□□□□ Ice Storm		Standard Action	1 full round	Long (800 ft.)	V,S,M/DF	PHB: p.243
School: Evocation [Cold]	SR: Yes	Target: Cylinder 20			Caster Level: 10	
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.		1 standard action	1 round/level [D]	Close (50 ft.)	V,S,F	SC: p.127
School: Transmutation	SR: No	Target: One or more c	reated worgs		Caster Level: 10	
Effect: Transform small wooden carvings into real worgs equ		1 standard action	10 minutes/level [D]	Touch	V.S	00: - 420
Land Womb	DC: 17, Will negates		• •	louch		SC: p.130
School: Abjuration  Effect: Descend into a protective bubble in the earth below,	SR: Yes others see you descend as if the earth opened up	Target: You and one of and swallowed you.	uici deature/ievel		Caster Level: 10	
□□□□□ Languor	DC: 17, Will partial	1 standard action	1 round/level	Close (50 ft.)	V,S	SC: p.130
School: Transmutation  Effect: Ranged touch attack. Causes short term Strength los	SR: Yes	Target: Ray			Caster Level: 10	
Last Breath	o and slowing, dee lext.	1 standard action	Instantaneous	Touch	V,S	SC: p.130
School: Transmutation	SR: Yes [harmless]	Target: Dead creature	touched		Caster Level: 10	
Effect: Creature killed within 1 round returns to 0 hp.	DC: 17, N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	SC: n 131
School: Divination	SR: N/A	Target: You	moteritations	i Graundi	V,S,F/DF Caster Level: 10	SC: p.131
Effect: Learn area of 50 miles radius; see text						
□□□□□Magic Fang, Superior	DC: 17, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.136
School: Abjuration  Effect: Every natural weapon you possess becomes enchan	SR: N/A ted to +1 per four caster levels [max +5 level 20]	Target: You			Caster Level: 10	
Meteoric Strike	DC: 17, None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	PHB II: p.120
School: Transmutation [Fire]	SR: See text	Target: Your melee we			Caster Level: 10	
Effect: Your next successful melee attack deal 1d6 + 1d6/4	caster levels fire damage; all adjacent creatures to DC: 17, Fortitude half or Will negates [object]		R applies and Reflex for half of that].  Instantaneous	30 ft.	V.S	SC: p.141
School: Necromancy	SR: Yes [object]		ourst or one solid object; see text		Caster Level: 10	- O. p
Effect: Accelerates decay in natural substances; see text						
□□□□ Moon Bolt	DC: 17, Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (800 ft.)	V,S	SC: p.143
School: Evocation	SR: Yes	Target: One living or u	ndead creature, or two living or undead cre	atures, that are <15 ft.	Caster Level: 10	
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	ree caster levels [max 5d4]. Undead instead fall h	apart elpless for 1d4 rounds;	see text.			
	ree caster levels [max 5d4]. Undead instead fall he DC: 17, Reflex partial; see text		see text. 1 round/level	Close (50 ft.)	V,S	SC: p.145
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th		elpless for 1d4 rounds; 1 standard action		Close (50 ft.)	V,S Caster Level: 10	SC: p.145
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates;	elpless for 1d4 rounds; 1 standard action	1 round/level	Close (50 ft.) Close (50 ft.)		SC: p.145 SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates; see text	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action	1 round/level in 30-ft. radius, 20 ft. high		Caster Level: 10	
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates;	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text	Close (50 ft.)	Caster Level: 10 V,S,DF Caster Level: 10	SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text 1 hour/level	Close (50 ft.)	Caster Level: 10  V,S,DF  Caster Level: 10  V	
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text \$R: No  DC: 17, None [object] and Reflex negates; see text \$R: No  \$R: Yes [harmless]	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text	Close (50 ft.)	Caster Level: 10 V,S,DF Caster Level: 10	SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text \$R: No  DC: 17, None [object] and Reflex negates; see text \$R: No  \$R: Yes [harmless]	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text 1 hour/level	Close (50 ft.)	Caster Level: 10  V,S,DF  Caster Level: 10  V	SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text 1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level	Close (50 ft.)	Caster Level: 10  V,S,DF  Caster Level: 10  V  Caster Level: 10	SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text \$R: No  DC: 17, None [object] and Reflex negates; see text \$R: No  \$R: Yes [harmless] pecific plane. DC: 17, Fortitude negates \$R: Yes ct poison; see text.	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text 1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level	Close (50 ft.) 20 ft. Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V.S.M  Caster Level: 10	SC: p.153 SC: p.159 SC: p.160
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/l 1 standard action	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text 1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous	Close (50 ft.)	Caster Level: 10  V,S,DF  Caster Level: 10  V  Caster Level: 10  V,S,M	SC: p.153
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature// 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level vel spread  Instantaneous touched	Close (50 ft.)  20 ft.  Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10	SC: p.153 SC: p.159 SC: p.160 PHB: p.270
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless) DC: 17, Fortitude negates (harmless)	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature// 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level vel spread  Instantaneous touched  Instantaneous; see text	Close (50 ft.) 20 ft. Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V,S.M, DF  Caster Level: 10  V,S.M, SH, SH, SH, SH, SH, SH, SH, SH, SH, SH	SC: p.153 SC: p.159 SC: p.160
Effect: Bolt unerringly strikes dealing 1d4 Str damage per th	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates; see text  SR: Yes [harmless] pecific plane.  DC: 17, Fortitude negates  SR: Yes ct poison; see text.  DC: 17, None; see text  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-b	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M, DF  Caster Level: 10  V,S.Caster Level: 10  V.S.Caster Level: 10	SC: p.153 SC: p.159 SC: p.160 PHB: p.270
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates; see text  SR: Yes [harmless] pecific plane.  DC: 17, Fortitude negates  SR: Yes ct poison; see text.  DC: 17, None; see text  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-b	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you	Close (50 ft.)  20 ft.  Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M, DF  Caster Level: 10  V,S. Caster Level: 10  V,S. DF	SC: p.153 SC: p.159 SC: p.160 PHB: p.270
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates; see text  SR: Yes [harmless] pecific plane.  DC: 17, Fortitude negates  SR: Yes ct poison; see text.  DC: 17, None; see text  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/l 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level.	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M, DF  Caster Level: 10  V,S.Caster Level: 10  V.S.Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text  SR: No  DC: 17, None [object] and Reflex negates; see text  SR: Yes [harmless] pecific plane.  DC: 17, Fortitude negates  SR: Yes ct poison; see text.  DC: 17, None; see text  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 17, Fortitude negates (harmless)  SR: Yes (harmless)  DC: 17, None or Will negates; see text	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/l 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D]	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V,S.M  Caster Level: 10  V,S.M, DF  Caster Level: 10  V,S. Caster Level: 10  V,S. DF	SC: p.153 SC: p.159 SC: p.160 PHB: p.270 PHB II: p.123
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text \$R: No  DC: 17, None [object] and Reflex negates; see text \$R: No  \$R: Yes [harmless] pecific plane. DC: 17, Fortitude negates \$R: Yes ct poison; see text. DC: 17, None; see text \$R: Yes (harmless)  DC: 17, Fortitude negates (harmless) \$R: Yes (harmless)  DC: 17, Fortitude negates (harmless) \$R: Yes (harmless)  DC: 17, None or Will negates; see text \$R: Yes  DC: 17, None or Will negates; see text \$R: Yes  DC: 17, Will negates [harmless] \$R: Yes [harmless]	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius- le 2 bonus to Constitution Standard Action Target: 10 ft. radius er	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level vel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. M, S.M, DF  Caster Level: 10  V.S. Caster Level: 10  V.S. Caster Level: 10  V.S. DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None; see text SR: Yes (harmless) SR: Yes (harmless] SR: Yes (harmless]	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius- be 2 bonus to Constitution Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: Creature touch	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours ied	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  10 ft.  Touch	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M. DF  Caster Level: 10  V.S. M. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. M/DF  Caster Level: 10  Caster Level: 10  Caster Level: 10  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None; see text SR: Yes (harmless) SR: Yes (harmless) Fa. and exhausted creatures become fatigued. + DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius- le 2 bonus to Constitution Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: Creature touch 1 standard action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours evel Instantaneous	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  C: 17, None or Will negates; see text SR: Yes  DC: 17, Will negates [harmless] SR: Yes [harmless] DC: 17, None; see text SR: No	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius- be 2 bonus to Constitution Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: Creature touch	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours evel Instantaneous	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  10 ft.  Touch	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M. DF  Caster Level: 10  V.S. M. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. M/DF  Caster Level: 10  Caster Level: 10  Caster Level: 10  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes DC: 17, Will negates [harmless] SR: Yes DC: 17, None; see text SR: Yes DC: 17, None; see text SR: No ion the opposed Str check; see text.	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action Target: 10 ft. radius er 1 standard action Target: Teature touch 1 standard action Target: 15-ftradius sp Standard Action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led  Instantaneous seed  Instantaneous See text  See text	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Comparison of Conjuration (Creation)  Effect: Create cloud of scalding hot steam; see text.  Create contains the creation of limbo.  Creation of Creation of Creation of Conjuration (Creation)  Effect: Creates vines like vine mine except vines have contains of Conjuration of Creation o	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  C: 17, None or Will negates; see text SR: Yes  DC: 17, Will negates [harmless] SR: Yes [harmless] DC: 17, None; see text SR: No	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action Target: 10 ft. radius er 1 standard action Target: To-ftradius br 1 standard action Target: 15-ftradius sp Standard Action Target: 15-ftradius sp Standard Action Target: 15-ftradius sp	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level vel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you  24 hours eed  Instantaneous seed  Instantaneous See text Instantaneous See text Instantaneous	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  Caster Level: 10  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No on the opposed Str check; see text.	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: One nonmagic touched point) or one le	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread  Instantaneous touched  Instantaneous; see text urst centered on you for 1 round per caster level.  10 minutes/level [D] nanation centered on you 24 hours level in 10 minutes/level in 10 mi	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No on the opposed Str check; see text.  SR: No  DC: 17, Will negates	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: 10-stradius/le 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: 15-ftradius spreadure touch 1 standard Action Target: One nonmagic touched point] or one to	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level wel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours evel in 10 minutes/level in 11 minute/level	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Comparison of School: Conjuration (Creation)  Effect: Create cloud of scalding hot steam; see text.  Perinarch  School: Transmutation  Effect: Grants temporary over the terrain of limbo.  Planar Tolerance  School: Abjuration  Effect: Gain temporary respite from the natural effects of a sea of the comparison	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No on the opposed Str check; see text.	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: One nonmagic touched point) or one le	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level wel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours evel in 10 minutes/level in 11 minute/level	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No on the opposed Str check; see text.  SR: No  DC: 17, Will negates	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: 10-stradius/le 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action Target: 10 ft. radius er 1 standard action Target: 10 ft. radius er 1 standard action Target: 15-ftradius spreadure touch 1 standard Action Target: One nonmagic touched point] or one to	1 round/level in 30-ft. radius, 20 ft. high 1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level wel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours evel in 10 minutes/level in 11 minute/level	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless) For in the particular see text SR: Yes (harmless) For in the particular see text SR: Yes  DC: 17, Will negates [harmless] SR: Yes (harmless] AR: Yes  DC: 17, None; see text SR: No On the opposed Str check; see text.  SR: No  DC: 17, Will negates SR: Yes  DC: 17, Fort negates SR: Yes	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature// 1 standard action Target: One creature// 1 standard action Target: Dead creature 1 standard action Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitut-bo Standard Action Target: 10 ft. radius er 1 standard action Target: 15-ftradius sp Standard Action Target: 15-ftradius sp Standard Action Target: One normagic touched point] or one ft 1 hour Target: Magical senso	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text  urst centered on you  for 1 round per caster level.  10 minutes/level [D]  nanation centered on you  24 hours  led  Instantaneous  see text  Instantaneous  see text  Instantaneous  fread  See text  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  Instanta	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  Medium (200 ft.)  Touch  See text	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M. DF  Caster Level: 10  V.S.M. DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Comparison of School: Conjuration (Creation)  Effect: Create cloud of scalding hot steam; see text.  Perinarch  School: Transmutation  Effect: Grants temporary over the terrain of limbo.  Planar Tolerance  School: Abjuration  Effect: Grant temporary respite from the natural effects of a sea of the comparison	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] snce bonus. DC: 17, None; see text SR: No  DC: 17, Will negates [harmless] SR: No  DC: 17, Will negates SR: No  DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Fort negates SR: Yes DC: 17, Fort negates	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius/le 2 bonus to Constitus-tion Standard Action Target: 10 ft. radius er 1 standard action Target: 15-ftradius sp Standard Action Target: 15-ftradius sp Standard Action Target: One nonmagic touched point] or one 1 1 hour Target: Magical senso 1 standard action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text  urst centered on you  for 1 round per caster level.  10 minutes/level [D]  nanation centered on you  24 hours  led  Instantaneous  see text  Instantaneous  see text  Instantaneous  fread  See text  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  Instanta	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  Medium (200 ft.)  Touch  See text	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. Caster Level: 10  V.S. DF  Caster Level: 10  V.S. M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF, F  Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless) For in the particular see text SR: Yes (harmless) For in the particular see text SR: Yes  DC: 17, Will negates [harmless] SR: Yes (harmless] AR: Yes  DC: 17, None; see text SR: No On the opposed Str check; see text.  SR: No  DC: 17, Will negates SR: Yes  DC: 17, Fort negates SR: Yes	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Constitution Standard Action Target: 10 ft. radius er 1 standard action Target: 15-ftradius sp Standard Action Target: 20-ftradius sp 1 standard action Target: Magical senso 1 standard action Target: 20-ftradius sp	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you  10 minutes/level evel spread  Instantaneous touched  Instantaneous; see text  urst centered on you  for 1 round per caster level.  10 minutes/level [D]  nanation centered on you  24 hours  led  Instantaneous  see text  Instantaneous  fread  I minute/level  Instantaneous  fread  I minute/level  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  Instantaneous  fread  I minute/level  Instantaneous  fread  I minute/level  Instantaneous  fread  I minute/level	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the  See text  Long (800 ft.)	Caster Level: 10  V.S.DF Caster Level: 10  V.S.M Caster Level: 10  V.S.M. DF Caster Level: 10  V.S. DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.M/DF, F	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes (t poison; see text. DC: 17, None; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, None or Will negates; see text SR: Yes DC: 17, None; see text SR: No DC: 17, None; see text SR: No To: 17, None; see text SR: No To: 17, None; see text SR: No To: 17, Fort negates SR: Yes  DC: 17, Fort negates SR: Yes [harmless]  Jillity damage or drain.	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: No creature// 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 1 standard action Target: 10 ft. radius er 1 standard Action Target: 10 ft. radius er 1 standard Action Target: To-en touch 1 standard Action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: Magical senso 1 standard action Target: 20-ftradius sg 1 standard action Target: Living creature	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level avel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led Instantaneous seed Instantaneous read See text al ferrous object [or the volume of the objecterous creature 1 minute/level f Insta lead 1 minute/level 1 touched	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  10 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the  See text  Long (800 ft.)	Caster Level: 10  V.S.DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S. DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.DF Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes (tarmless) DC: 17, None; see text SR: Yes (harmless) DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, None or Will negates; see text SR: Yes (harmless) DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No  DC: 17, Will negates [see text. SR: No  DC: 17, Will negates SR: Yes DC: 17, Fort negates SR: Yes Uninerable take damage; see text. DC: 17, Fortitude negates [harmless] SR: Yes [vulnerable take damage; see text. DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	elpless for 1d4 rounds; 1 standard action  Target: Cloud spreads 1 standard action  Target: N/A 1 immediate action  Target: One creature// 1 standard action  Target: One creature// 1 standard action  Target: Dead creature 1 of minutes  Target: Dead creature 1 standard action  Target: One creature 1 standard action  Target: One creature 1 standard action  Target: 10 ft. radius er 1 standard action  Target: 15-ftradius sp 1 standard action  Target: One nonmagic touched point) or one to 1 hour  Target: Magical senso 1 standard action  Target: Living creature 1 standard action  Target: Living creature 1 standard action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led Instantaneous see text urst centered on you 10 minutes/level [D] nanation centered on the volume of the object errous creature 1 minute/level Instantaneous read 1 minute/level Instantaneous Ins	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the  See text  Long (800 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF, F  Caster Level: 10  V.S.M/DF, Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text SR: Yes (harmless)  DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes DC: 17, Will negates [see text SR: No con the opposed Str check; see text. SR: Yes  DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes CC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates [harmless] SR: Yes DC: 17, Fortitude negates [harmless] SR: Yes DC: 17, Will negates SR: Yes	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: No creature// 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 1 standard action Target: 10 ft. radius er 1 standard Action Target: 10 ft. radius er 1 standard Action Target: To-en touch 1 standard Action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: Magical senso 1 standard action Target: 20-ftradius sg 1 standard action Target: Living creature	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led Instantaneous see text urst centered on you 10 minutes/level [D] nanation centered on the volume of the object errous creature 1 minute/level Instantaneous read 1 minute/level Instantaneous Ins	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  10 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the  See text  Long (800 ft.)	Caster Level: 10  V.S.DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S. DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.DF Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text SR: Yes (harmless)  DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes DC: 17, Will negates [see text SR: No con the opposed Str check; see text. SR: Yes  DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes CC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Fortitude negates [harmless] SR: Yes DC: 17, Fortitude negates [harmless] SR: Yes DC: 17, Will negates SR: Yes	elpless for 1d4 rounds; 1 standard action  Target: Cloud spreads 1 standard action  Target: N/A 1 immediate action  Target: One creature// 1 standard action  Target: One creature// 1 standard action  Target: Dead creature 1 of minutes  Target: Dead creature 1 standard action  Target: One creature 1 standard action  Target: One creature 1 standard action  Target: 10 ft. radius er 1 standard action  Target: 15-ftradius sp 1 standard action  Target: One nonmagic touched point) or one to 1 hour  Target: Magical senso 1 standard action  Target: Living creature 1 standard action  Target: Living creature 1 standard action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led Instantaneous see text urst centered on you 10 minutes/level [D] nanation centered on the volume of the object errous creature 1 minute/level Instantaneous read 1 minute/level Instantaneous Ins	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  10 ft.  Touch  Medium (200 ft.)  Touch  t within 3 ft. of the  See text  Long (800 ft.)	Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M  Caster Level: 10  V.S.M, DF  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.M/DF, F  Caster Level: 10  V.S.M/DF, Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.M/DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Comparison of Conjuration (Creation)  Effect: Create cloud of scalding hot steam; see text.  Perinarch  School: Transmutation  Effect: Grants temporary over the terrain of limbo.  Planar Tolerance  School: Abjuration  Poison Vines  School: Conjuration (Creation)  Effect: Greates vines like vine mine except vines have contained by the contained by th	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes ct poison; see text. DC: 17, None; see text SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  PC: 17, None or Will negates; see text SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] ance bonus. DC: 17, None; see text SR: No  DC: 17, Will negates [see text. SR: No  DC: 17, Will negates SR: Yes DC: 17, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] sR: Yes [harmless] SR: Yes [harmless]	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature/I 1 standard action Target: 10-ftradius/le 10 minutes Target: 10-ftradius/le 10 minutes Target: 30-ftradius-le 2 bonus to Constitution Standard action Target: 10 ft. radius er 1 standard action Target: 11-ftradius ser 1 standard action Target: Ts-ftradius ser 1 standard Action Target: 15-ftradius ser 1 standard action Target: One nonmagic touched point] or one 1 1 hour Target: Magical senso 1 standard action Target: Living creature	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level avel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours led Instantaneous seed Instantaneous read See text al ferrous object [or the volume of the object errous creature  1 minute/level f Insta tread 1 minute/level touched 1 round/level re touched 1 hour/level [D]	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  10 ft.  Touch  Medium (200 ft.)  Touch  twithin 3 ft. of the  See text  Long (800 ft.)  Touch	Caster Level: 10  V.S.DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S. M, DF Caster Level: 10  V.S. DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.DF Caster Level: 10  V.S.CE Caster Level: 10	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196
Effect: Bolt unerringly strikes dealing 1d4 Str damage per the Company of the Com	DC: 17, Reflex partial; see text SR: No  DC: 17, None [object] and Reflex negates; see text SR: No  SR: Yes [harmless] pecific plane. DC: 17, Fortitude negates SR: Yes (topison; see text. DC: 17, None; see text. SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, Fortitude negates (harmless) SR: Yes (harmless)  DC: 17, None or Will negates; see text SR: Yes DC: 17, None or Will negates; see text SR: Yes  DC: 17, Will negates [harmless] SR: Yes (harmless) ance bonus. DC: 17, None; see text SR: No  DC: 17, Will negates SR: No  DC: 17, Will negates SR: Yes  DC: 17, Fortitude negates (harmless) SR: Yes  DC: 17, Fortitude negates (harmless) SR: Yes  DC: 17, Fortitude negates (harmless) SR: Yes  Uninerable take damage; see text. DC: 17, Will negates SR: Yes  Uninerable take damage; see text. DC: 17, Will negates SR: Yes  Audicable take damage; see text. DC: 17, Will negates SR: Yes  Audicable take damage; see text. DC: 17, Will negates SR: Yes  Audicable take damage; see text. DC: 17, Will negates SR: Yes  Audicable take damage; see text. DC: 17, Will negates	elpless for 1d4 rounds; 1 standard action Target: Cloud spreads 1 standard action Target: N/A 1 immediate action Target: One creature// 1 standard action Target: 10-ftradius/le 10 minutes Target: Dead creature 1 standard action Target: 30-ftradius-le 2 bonus to Cansitiution Standard Action Target: 10 ft. radius er 1 standard action Target: To ft. radius er 1 standard Action Target: To-ftradius sg Standard Action Target: 15-ftradius sg Standard Action Target: Magical senso 1 standard action Target: Undead creature 1 standard action Target: Undead creature 1 standard action Target: Undead creature Standard Action	1 round/level in 30-ft. radius, 20 ft. high  1 round/level; see text  1 hour/level evel in a 20-ft. radius burst centered on you 10 minutes/level vel spread Instantaneous touched Instantaneous; see text urst centered on you for 1 round per caster level. 10 minutes/level [D] nanation centered on you 24 hours vel instantaneous read See text al ferrous object [or the volume of the object errous creature  1 minute/level r Insta read 1 minute/level touched 1 round/level re touched 1 hour/level [D] level	Close (50 ft.)  20 ft.  Medium (200 ft.)  Touch  30 ft.  10 ft.  Touch  Medium (200 ft.)  Touch  twithin 3 ft. of the  See text  Long (800 ft.)  Touch	Caster Level: 10  V.S.DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S.M, DF Caster Level: 10  V.S.DF Caster Level: 10  V.S.M/DF, F Caster Level: 10  V.S.DF	SC: p.153  SC: p.159  SC: p.160  PHB: p.270  PHB II: p.123  PHB: p.271  SC: p.174  SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196

		Druid Spe	عااد			
	DC: 17, Fortitude partial	Druid Spe	Instantaneous	Close (50 ft.)	V,S,M	SC: p.206
School: Transmutation	SR: Yes	Target: One living cre		01030 (00 11.)	Caster Level: 10	00. p.200
Effect: Target takes 1d6 per caster level [max 10d6] nonleth	al damage; see text.  DC: 17, Reflex half	1 standard action	Instantaneous	Medium (200 ft.)	V,S	SC: p.213
School: Conjuration (Creation) [Earth]	SR: No	Target: One creature		Medium (200 it.)	V,S Caster Level: 10	SC: p.213
Effect: Stalagmite springs up under creature causing 1d6 pe		_				
□□□□□ Summon Elementite Swarm		1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S	SC: p.214
School: Conjuration (Summoning) [see text]  Effect: Summons a elementite swarm [Planar Handbook 114	SR: No	Target: One summon	ed elementite		Caster Level: 10	
Summon Nature's Ally IV	7), 300 toxt	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	PHB: p.288
School: Conjuration (Summoning)	SR: No	Target: One or more	creatures, no two of which can be more than	30 ft. apart	Caster Level: 10	
Effect: Calls creature to fight.		1 round	10 minutes/level [D]	Medium (200 ft.)	V,S,M	SC: p.217
School: Transmutation [Water]	SR: Yes [harmless]	Target: One creature	/level, no two of which can be more than 30	ft. apart	Caster Level: 10	
Effect: Gain swim speed and +8 to Swim checks.  UDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		1 standard action	1 round/level [D]	Medium (200 ft.)	V,S,M	SC: p.232
School: Evocation [Force]	SR: Yes	Target: Hollow cylinde	er [40-ft. radius, 20-ft. high, with a 5-ftradiu	s safe zone in center]	Caster Level: 10	·
Effect: Creatures in the area take 3d8 damage per round, it	also harms incorporeal creatures.	1 standard action	Concentration +1 round/level	Medium (200 ft.)	V,S,M/DF	SC: p.235
School: Conjuration (Creation) [Earth]	SR: No		Il whose area is up to one 10-ft. square/level	, ,	Caster Level: 10	00. p.200
Effect: Creates a churning wall of sand.	DC: 47 Defless secretary and tout				VCM	20 225
School: Conjuration (Creation) [Water]	DC: 17, Reflex negates; see text SR: No	1 standard action  Target: A straight wal	10 minutes/level Il whose area is up to one 10-ft. square/level	Medium (200 ft.) [S]	V,S,M Caster Level: 10	SC: p.235
Effect: Creates a vertical wall of swirling water.	DC: 17, N/A	1 standard action	10 minutes/level	Personal	V,S,DF	SC: p.239
School: Transmutation	SR: N/A	Target: You		. 0.00ui	Caster Level: 10	50. p.200
Effect: Assume the physical appearance and many abilities		1 standard action	12 hours	Medium (200 ft.)	V,S	SC: n 230
School: Evocation	SR: Yes [harmless]		12 hours /level, no two of which can be more than 30	` ′	V,S Caster Level: 10	SC: p.239
Effect: Doubles overland speed of all targets.						
Wings of Air, Greater School: Transmutation	CD:No	1 standard action	1 minute/level	Touch	V	SC: p.240
Effect: Manuverability improves by two steps.	SR: No	Target: Winged creat	ure touched		Caster Level: 10	
□□□□□Wood Rot		1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	SC: p.241
School: Transmutation  Effect: Deal damage to plants or destroy wooden objects.	SR: No	Target: One nonmagi	ical wooden object or a volume of wood; or o	one plant creature	Caster Level: 10	
Zinoti. Both damage to plante of doctor, inocatin objects.		1 E\/EI	<u> </u>			
		LEVEL	ວ			
						_
Name	Save Information DC: 18, Fortitude negates	Time Standard Action	Duration 1 minute/level	Range Medium (200 ft.)	Comp. V,S	Source PHB: p.198
Name  Animal Growth School: Transmutation	DC: 18, Fortitude negates SR: Yes	Standard Action  Target: Up to one ani	1 minute/level mal/per two levels [Gargantuan or smaller],	Medium (200 ft.)	V,S	
Growth School: Transmutation	DC: 18, Fortitude negates	Standard Action	1 minute/level mal/per two levels [Gargantuan or smaller],	Medium (200 ft.)	V,S	
□□□□□Animal Growth	DC: 18, Fortitude negates	Standard Action  Target: Up to one ani	1 minute/level mal/per two levels [Gargantuan or smaller],	Medium (200 ft.)	V,S	
Chool: Abjuration [Cold]	DC: 18, Fortitude negates SR: Yes SR: Yes	Standard Action  Target: Up to one ani more than 30 ft. apart  1 standard action	1 minute/level mal/per two levels [Gargantuan or smaller], t	Medium (200 ft.) no two of which can be	V,S Caster Level: 10	PHB: p.198
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.      Anticold Sphere	DC: 18, Fortitude negates SR: Yes SR: Yes	Standard Action  Target: Up to one ani more than 30 ft. apart  1 standard action	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level	Medium (200 ft.) no two of which can be	V,S  Caster Level: 10  V,S	PHB: p.198
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Chool: Abjuration (Cold)  Effect: Immune to cold and Hedge creatures of the cold sub	DC: 18, Fortitude negates SR: Yes SR: Yes	Standard Action  Target: Up to one ani more than 30 ft. apart  1 standard action  Target: 10-ftradius e	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous	Medium (200 ft.) no two of which can be	V,S Caster Level: 10 V,S Caster Level: 10	PHB: p.198 SC: p.13
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold]  Effect: Immune to cold and Hedge creatures of the cold subleman and the subleman a	DC: 18, Fortitude negates  SR: Yes  SR: Yes	Standard Action  Target: Up to one ani more than 30 ft. apart  1 standard action  Target: 10-ftradius e	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous	Medium (200 ft.) no two of which can be	V,S Caster Level: 10  V,S Caster Level: 10  V,S,M,F, DF, XP	PHB: p.198 SC: p.13
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Chool: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold suble cold: Abjuration [Cold]  Chool: Abjuration  Effect: Removes burden of misdeeds from subject.  Chool: Transmutation	DC: 18, Fortitude negates SR: Yes SR: Yes type. SR: Yes	Standard Action Target: Up to one ani more than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous	Medium (200 ft.) no two of which can be 10 ft. Touch	V,S Caster Level: 10 V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10	PHB: p.198 SC: p.13 PHB: p.201
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Chool: Abjuration [Cold]  Effect: Immune to cold and Hedge creatures of the cold sub  Chool: Abjuration  Effect: Removes burden of misdeeds from subject.  Chool: Transmutation  Effect: Animal or tree gains human intellect.	DC: 18, Fortitude negates SR: Yes  SR: Yes type.  SR: Yes  DC: 18, Will negates SR: Yes	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous	Medium (200 ft.) no two of which can be 10 ft.  Touch	V,S Caster Level: 10 V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S, DF, XP Caster Level: 10	PHB: p.198 SC: p.13 PHB: p.201 PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Chool: Abjuration (Cold) Effect: Immune to cold and Hedge creatures of the cold sub  Chool: Abjuration Effect: Removes burden of misdeeds from subject.  Chool: Transmutation Effect: Animal or tree gains human intellect.  Chool: Transmutation Effect: Animal or tree gains human intellect.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous e touched Permanent	Medium (200 ft.) no two of which can be 10 ft. Touch	V,S Caster Level: 10  V,S Caster Level: 10  V,S,M,F, DF, XP Caster Level: 10  V,S, DF, XP Caster Level: 10  V,S, DF, XP	PHB: p.198 SC: p.13 PHB: p.201
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Chool: Abjuration [Cold]  Effect: Immune to cold and Hedge creatures of the cold sub  Chool: Abjuration  Effect: Removes burden of misdeeds from subject.  Awaken School: Transmutation  Effect: Animal or tree gains human intellect.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Permanent	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)	V,S Caster Level: 10  V,S Caster Level: 10  V,S,M,F, DF, XP Caster Level: 10  V,S, DF, XP Caster Level: 10  V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subled to the cold subled to the cold: Abjuration [Cold]  Atonement School: Abjuration Effect: Removes burden of misdeeds from subject.  Animal or tree gains human intellect.  Bellect: Animal or tree gains human intellect.  Bellect: Animal or tree gains human intellect.  Effect: Transforms subject into harmless animal.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  CSR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous e touched Permanent	Medium (200 ft.) no two of which can be 10 ft.  Touch	V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S, DF,XP Caster Level: 10 V,S Caster Level: 10 V,S,M	PHB: p.198 SC: p.13 PHB: p.201 PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Animal Growth School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination of the cold sub	DC: 18, Fortitude negates SR: Yes  SR: Yes type. SR: Yes  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, N/A SR: N/A	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Permanent	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)	V,S Caster Level: 10  V,S Caster Level: 10  V,S,M,F, DF, XP Caster Level: 10  V,S, DF, XP Caster Level: 10  V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anitcold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination [Cold] Anomement School: Abjuration Effect: Removes burden of misdeeds from subject.  Awaken School: Transmutation Effect: Animal or tree gains human intellect.  Baleful Polymorph School: Transmutation Effect: Transforms subject into harmless animal.  Bite of the Weretiger School: Transmutation Effect: Gain +12 bonus to Str., +4 Dex., +6 Con, +5 natural and the school Creeper	DC: 18, Fortitude negates SR: Yes  SR: Yes type. SR: Yes  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, N/A SR: N/A	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Permanent	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)	V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S, DF,XP Caster Level: 10 V,S Caster Level: 10 V,S,M	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination [Effect: Removes burden of misdeeds from subject.  Awaken School: Transmutation Effect: Animal or tree gains human intellect.  Baleful Polymorph School: Transmutation Effect: Transforms subject into harmless animal.  Effect: Gain +12 bonus to Str. +4 Dex, +6 Con, +5 natural and the school: Transmutation Effect: Cain +12 bonus to Str. +4 Dex, +6 Con, +5 natural and the school: Conjuration (Creation)	DC: 18, Fortitude negates SR: Yes  SR: Yes  Ves  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, N/A SR: N/A TOC: 3 an Bite and Claw attacks. DC: 18, Fortitude negates SR: Yes	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous e touched Permanent 1 round/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.)	V,S Caster Level: 10  V,S,M,F, DF, XP Caster Level: 10  V,S,DF, XP Caster Level: 10  V,S, DF, XP Caster Level: 10  V,S Caster Level: 10  V,S,M Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anitcold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination [Cold] Anomement School: Abjuration Effect: Removes burden of misdeeds from subject.  Awaken School: Transmutation Effect: Animal or tree gains human intellect.  Baleful Polymorph School: Transmutation Effect: Transforms subject into harmless animal.  Bite of the Weretiger School: Transmutation Effect: Gain +12 bonus to Str., +4 Dex., +6 Con, +5 natural and the school Creeper	DC: 18, Fortitude negates SR: Yes  SR: Yes  Ves  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, N/A SR: N/A TOC: 3 an Bite and Claw attacks. DC: 18, Fortitude negates SR: Yes	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous re touched Instantaneous e touched Permanent 1 round/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.)	V,S Caster Level: 10  V,S,M,F, DF, XP Caster Level: 10  V,S,DF, XP Caster Level: 10  V,S, DF, XP Caster Level: 10  V,S Caster Level: 10  V,S,DF Caster Level: 10  V,S,DF	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination of the cold s	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  DC: 18, Reflex half  SR: Yes	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous to touched Permanent  1 round/level tan make a strength check DC 20, or Escape	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.)	V,S Caster Level: 10 V,S.M.F, DF, XP Caster Level: 10 V,S.DF, XP Caster Level: 10 V,S.DF, XP Caster Level: 10 V,S.M Caster Level: 10 V,S.M Caster Level: 10 V,S.M Caster Level: 10 Caster Level: 10 Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  DC: 18, Reflex half  SR: Yes	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Permanent  1 round/level tan make a strength check DC 20, or Escape 1 minute/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.)	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Animal Growth School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination of the cold sub	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  text  SR: Yes  DC: 18, N/A  SR: N/A  Trior. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  cuel [max 15] each round. The target is held sect  DC: 18, Reflex half  SR: Yes  cuel [max 15] each round. The target is held sect  DC: 18, Will Negates  SR: Yes  CC: 18, Will Negates  SR: Yes	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature upty in place. Subject of round Target: One or more ormy area. 1 Standard Action Target: One or more ormy area. 1 Standard Action Target: You	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent 1 round/level 1 round/level tan make a strength check DC 20, or Escapt 1 minute/level 30-ftlong vertical lines of lightning One Full Day	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.	DC: 18, Fortitude negates SR: Yes  SR: Yes  Ves  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, Fortitude negates will partial; see text SR: Yes  DC: 18, Fortitude negates SR: Yes  Evel [max 15] each round. The target is held sect DC: 18, Reflex half SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors stc DC: 18, Will Negates SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors stc DC: 18, Will Negates SR: Yes  differs, if any, with those appropriate to a powerful	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: One creature 1 standard action Target: One creature 1 round Target: One or more ormy area. 1 Standard Action Target: One or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: You Ufeline - Str +2, Dex +6	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous touched Permanent  1 round/level 1 round/level touched 2 round/level 3 round/level 3 round/level 5 round/level 6 round/level 7 round/level 7 round/level 7 round/level 8 round/level 9 round/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) a Artist DC 25. Long (800 ft.)  Personal	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.	DC: 18, Fortitude negates SR: Yes  SR: Yes  Ves  DC: 18, Will negates SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, Fortitude negates, Will partial; see text SR: Yes  DC: 18, Fortitude negates will partial; see text SR: Yes  DC: 18, Fortitude negates SR: Yes  Evel [max 15] each round. The target is held sect DC: 18, Reflex half SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors stc DC: 18, Will Negates SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors stc DC: 18, Will Negates SR: Yes  differs, if any, with those appropriate to a powerful	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: One creature 1 standard action Target: One creature 1 round Target: One or more ormy area. 1 Standard Action Target: One or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: Une or more ormy area. 1 Standard Action Target: You Ufeline - Str +2, Dex +6	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous touched Permanent  1 round/level 1 round/level touched 2 round/level 3 round/level 3 round/level 5 round/level 6 round/level 7 round/level 7 round/level 7 round/level 8 round/level 9 round/level 9 round/level 9 round/level 9 round/level 1 round/level 9 round/level 1 round/level 9 round/level 1 round/level 1 round/level 9 round/level 1 round/level 9 round/level 1 round/level 2 round/level 3 round/level 3 round/level 4 round/level 5 round/level 6 round/level 7 round/level 8 round/level 9 round/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) a Artist DC 25. Long (800 ft.)  Personal	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination of the cold s	DC: 18, Fortitude negates  SR: Yes  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  color: 18, Fortitude negates  SR: Yes  attack  SR: Yes  color: 18, Reflex half  SR: Yes  attack  SR: Yes  dting SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)	Standard Action Target: Up to one animore than 30 ft. apari 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more owny area. 1 Standard Action Target: You (I feline - Str + 2, Dex + 6 alling damage he or sh	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent  1 round/level 1 round/level can make a strength check DC 20, or Escape 1 minute/level 30-ftlong vertical lines of lightning One Full Day , Con +2, Wis +2, and Cha +2. He or she als te takes with a successful DC 15 Reflex Save 1 hour/level [D]	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) a Artist DC 25. Long (800 ft.)  Personal  or gains low-light vision	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S, DF, XP Caster Level: 10 V,S, DF, XP Caster Level: 10 V,S,M,F (Caster Level: 10 V,S,M,F (Caster Level: 10 V,S,M,F (Caster Level: 10 V,S,M,S,M,S,G,S,G,S,G,S,G,S,G,S,G,S,G,S,G	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance
□□□□□Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size. □□□□Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold suble the cold: Abjuration Effect: Animal or tree gains human intellect. □□□□Awaken School: Transmutation Effect: Animal or tree gains human intellect. □□□□Baleful Polymorph School: Transmutation Effect: Transforms subject into harmless animal. □□□□Bite of the Weretiger School: Transmutation Effect: Gain +12 bonus to Str. +4 Dex. +6 Con, +5 natural an □□□□Blood Creeper School: Conjuration (Creation) Effect: Subject takes 1 point of piercing damage per caster l □□□□Call Lightning Storm School: Evocation [Electricity] Effect: Calls down one lightning bot/level [max 15] over duration: □□□□Catsfoot School: Transmutation Effect: Catsfoot replaces the user's current racial ability modicide, and Move Silently checks, d6 natural weapons, and the Chool: Transmutation Effect: Bestows water breathing, blur & doesn't take nonleth  Effect: Bestows water breathing, blur & doesn't take nonleth	DC: 18, Fortitude negates  SR: Yes  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  color: 18, Fortitude negates  SR: Yes  attack  SR: Yes  color: 18, Reflex half  SR: Yes  attack  SR: Yes  dting SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)  SR: Yes (Mill negates (Marmless)	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more owny area. 1 Standard Action Target: You [1 st	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent  1 round/level 1 round/level can make a strength check DC 20, or Escape 1 minute/level 30-ftlong vertical lines of lightning One Full Day , Con +2, Wis +2, and Cha +2. He or she als te takes with a successful DC 15 Reflex Save 1 hour/level [D]	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) a Artist DC 25. Long (800 ft.)  Personal  or gains low-light vision	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S,DF	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance
## Construction  ### Construction  ### Effect: One animal/two levels doubles in size.  ### Anticold Sphere  ### School: Abjuration [Cold]  ### Effect: Immune to cold and Hedge creatures of the cold subtence of the cold	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  Troor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  CD: 18, Fortitude negates  SR: Yes  DC: 18, Will Negates  SR: Yes  CD: 18, Will Negates  SR: Yes  SR: Yes [harmless]  JR: Yes [harmless]	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more ormy area. 1 Standard Action Target: You 1 feline - Str +2, Dex +6 alling damage he or sh 1 standard action Target: Creature touc 1 minute	1 minute/level mal/per two levels [Gargantuan or smaller], 1 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous to touched Permanent  1 round/level 11 round/level tan make a strength check DC 20, or Escape 1 minute/level 30-ftlong vertical lines of lightning One Full Day , Con +2, Wis +2, and Cha +2. He or she als te takes with a successful DC 15 Reflex save 1 hour/level [D]	Medium (200 ft.) no two of which can be  10 ft.  Touch  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal to gains low-light vision.	V,S Caster Level: 10 V,S.M.F, DF, XP Caster Level: 10 V,S.DF, XP Caster Level: 10 V,S.DF, XP Caster Level: 10 V,S.M Caster Level: 10 V,S.M Caster Level: 10 V,S.M Caster Level: 10 V,S.M Caster Level: 10 V,S.MF Caster Level: 10 V,S.DF Caster Level: 10 V,S.DF Caster Level: 10 V,S.DF Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.  Anticold Sphere School: Abjuration [Cold] Effect: Immune to cold and Hedge creatures of the cold subination of the cold s	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  Troor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  CD: 18, Fortitude negates  SR: Yes  DC: 18, Will Negates  SR: Yes  CD: 18, Will Negates  SR: Yes  SR: Yes [harmless]  JR: Yes [harmless]	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more ormy area. 1 Standard Action Target: You I feline - Sir +2, Dex +6 alliing damage he or sh 1 standard action Target: Creature touc 1 minute Target: 1-mille-radius	1 minute/level mal/per two levels [Gargantuan or smaller], t 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous touched Instantaneous touched Permanent 1 round/level tround/level 2 minute/level 30-ftlong vertical lines of lightning One Full Day 1 Con +2, Wis +2, and Cha +2. He or she als takes with a successful DC 15 Reflex save 1 hour/level [D] thed 2d4 hours circle centered on you	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal to gains low-light vision b. Touch  1 mile	V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48  SC: p.50
## Construction  ### Construction  ### Effect: One animal/two levels doubles in size.  ### Anticold Sphere  ### School: Abjuration [Cold]  ### Effect: Immune to cold and Hedge creatures of the cold subtence of the cold	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  Troor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  CD: 18, Fortitude negates  SR: Yes  DC: 18, Will Negates  SR: Yes  CD: 18, Will Negates  SR: Yes  SR: Yes [harmless]  JR: Yes [harmless]	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Animal or tree Standard Action Target: One creature 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: One or more ormy area. 1 Standard Action Target: One or more ormy area. 1 Standard Action Target: One or more ormy area. 1 Standard Action Target: Che or more ormy area. 1 Standard Action Target: Che or more ormy area. 1 Standard Action Target: Che or shalling damage he or sh 1 standard action Target: Creature touc 1 minute Target: 1-mile-radius 10 minutes	1 minute/level mal/per two levels [Gargantuan or smaller], 1	Medium (200 ft.) no two of which can be  10 ft.  Touch  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal to gains low-light vision.	V,S Caster Level: 10 V,S,M,F, DF, XP Caster Level: 10 V,S,DF, XP Caster Level: 10 V,S, DF, XP Caster Level: 10 V,S, DF, XP Caster Level: 10 V,S,M,F (Caster Level: 10 V,S,M,F (Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48
Animal Growth School: Transmutation  Effect: One animal/two levels doubles in size.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  evel [max 15] each round. The target is held sect  DC: 18, Reflex half  SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors sto  DC: 18, Will Negates  SR: Yes  diffiers, if any, with those appropriate to a powerful  e ability to subtract up to [Dexterity]d6 from any f  DC: 18, Will negates [harmless]  SR: Yes [harmless]  al damage.  SR: No  degrees]	Standard Action Target: Up to one animore than 30 ft. apart 1 standard action Target: 10-ftradius e 1 hour Target: Living creature 24 hours Target: Living creature 25 tandard Action Target: One creature 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: One or more orrow area. 1 Standard Action Target: One or more orrow area. 1 Standard Action Target: One or more orrow area. 1 standard action Target: Creature touc 1 minute Target: 1-mile-radius 10 minutes Target: You	1 minute/level mal/per two levels [Gargantuan or smaller], 1 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent  1 round/level  1 round/level tran make a strength check DC 20, or Escape 1 minute/level 30-ftlong vertical lines of lightning One Full Day Con +2, Wis +2, and Cha +2. He or she alse t takes with a successful DC 15 Reflex save 1 hour/level [D] thed 2d4 hours circle centered on you Instantaneous	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal  o gains low-light vision Touch  1 mile  Personal	V,S Caster Level: 10 V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48  SC: p.50  PHB: p.211
## Animal Growth  School: Transmutation  Effect: One animal/two levels doubles in size.	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  evel [max 15] each round. The target is held sect  DC: 18, Reflex half  SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors sto  DC: 18, Will Negates  SR: Yes  diffiers, if any, with those appropriate to a powerful  te ability to subtract up to [Dexterityldő from any f  DC: 18, Will negates [harmless]  SR: Yes [harmless]  al damage.  SR: No  DC: 18, Fortitude negates	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Living creatur 25 tandard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more ormy area. 1 Standard Action Target: You I feline - Str +2, Dex +6 alling damage he or 1 1 standard action Target: Creature touc 1 minute Target: 1-mile-radius 10 minutes Target: You Standard Action	1 minute/level mal/per two levels [Gargantuan or smaller], 1 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent  1 round/level tround/level	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal to gains low-light vision b. Touch  1 mile	V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10 V,S,Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S Caster Level: 10 V,S	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48  SC: p.50
## Construction  Effect: One animal/two levels doubles in size.  ## Anticold Sphere  School: Abjuration [Cold]  Effect: Immune to cold and Hedge creatures of the cold subtence	DC: 18, Fortitude negates  SR: Yes  SR: Yes  DC: 18, Will negates  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, Fortitude negates, Will partial; see text  SR: Yes  DC: 18, N/A  SR: N/A  mor. Gain Bite and Claw attacks.  DC: 18, Fortitude negates  SR: Yes  evel [max 15] each round. The target is held sect  DC: 18, Reflex half  SR: Yes  ation [5d6 per bolt] from sky; 5d10 in outdoors sto  DC: 18, Will Negates  SR: Yes  diffiers, if any, with those appropriate to a powerful  e ability to subtract up to [Dexterity]d6 from any f  DC: 18, Will negates [harmless]  SR: Yes [harmless]  al damage.  SR: No  degrees]	Standard Action Target: Up to one animore than 30 ft. aparl 1 standard action Target: 10-ftradius e 1 hour Target: Living creatur 24 hours Target: Living creatur 25 tandard Action Target: One creature 1 standard action Target: You 1 standard action Target: One creature urely in place. Subject of 1 round Target: One or more ormy area. 1 Standard Action Target: You I feline - Str +2, Dex +6 alling damage he or 1 1 standard action Target: Creature touc 1 minute Target: 1-mile-radius 10 minutes Target: You Standard Action	1 minute/level mal/per two levels [Gargantuan or smaller], 1 10 minutes/level emanation, centered on you Instantaneous te touched Instantaneous te touched Instantaneous touched Permanent  1 round/level  1 round/level tran make a strength check DC 20, or Escape 1 minute/level 30-ftlong vertical lines of lightning One Full Day Con +2, Wis +2, and Cha +2. He or she alse t takes with a successful DC 15 Reflex save 1 hour/level [D] thed 2d4 hours circle centered on you Instantaneous	Medium (200 ft.) no two of which can be  10 ft.  Touch  Close (50 ft.)  Personal  Medium (200 ft.) e Artist DC 25. Long (800 ft.)  Personal  o gains low-light vision Touch  1 mile  Personal	V,S Caster Level: 10 V,S Caster Level: 10 V,S,M,F,DF,XP Caster Level: 10 V,S,DF,XP Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S Caster Level: 10	PHB: p.198  SC: p.13  PHB: p.201  PHB: p.202  PHB: p.202  SC: p.28  PHB II: p.104  PHB: p.207  EWB: null  nt, a +4 bonus to Balance SC: p.48  SC: p.50  PHB: p.211

Cure Critical Wounds DC: 18, Will half (harmless); see text Standard Action Instantaneous Touch PHB: p.215 School: Conjuration (Healing)

Effect: Cures 4d8 +1/level [max +20] damage.

Dance of the Unicorn SR: Yes (harmless); see text Caster Level: 10 Target: Creature touched 1 minute/level [D] 5 ft./level SC: p.58 School: Abjuration
Effect: Purifies surrounding area; see text.

DDDDDeath Ward SR: No Target: 5 ft./level-radius emanation centered on you Caster Level: 10 DC: 18, Will negates (harmless) Standard Action 1 minute/level Touch V,S, DF PHB: p.217 School: Necromancy

Effect: Grants immunity to death spells and negative energy SR: Yes (harmless) Caster Level: 10 Target: Living creature touched effects.
DC: 18, Fortitude negates Close (50 ft.) SC: p.65 Dire Hunger SR: Yes Target: One living creature Caster Level: 10 School: Transmutation Effect: Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite 1 standard action 1 hour/level [D] Touch V,S,F SC: p.77 School: Divination SR: Yes [object] Effect: See, hear and speak through a specific animal skull at any distance. Target: Animal skull touched Caster Level: 10 \* =Domain/Speciality Spell

		Druid Spe	eiis			
□□□□□ Fireward		-	1 hour/level	Medium (200 ft.)	V,S,DF	SC: p.94
School: Transmutation	SR: No	Target: One 20-ft. cub	pes/level [S]		Caster Level: 10	
Effect: As quench; suppresses all magical fire spells    DDDDDHAllow	DC: 18, See text	24 hours	Instantaneous	Touch	V,S,M, DF	PHB: p.238
School: Evocation [Good]	SR: See text		manating from the touched point	Touch	Caster Level: 10	1 11B. p.200
Effect: Designates location as holy.		rangott to itt radiae of	manating nom the teached point			
□□□□□ Heal Animal Companion	DC: 18, Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	SC: p.110
School: Conjuration (Healing)	SR: Yes [harmless]	Target: One item of a	volume no greater than 10 cu. ft./level; see	text	Caster Level: 10	
Effect: Functions as heal, except it only affects your animal	DC: 18, Fortitude partial; see text	1 standard action	6 rounds; see text	Close (50 ft.)	V,S,M	SC: p.123
School: Transmutation [Fire]	SR: Yes	Target: One creature			Caster Level: 10	
Effect: Cause single creature to burst in flames causing 6d	and decreases 1d6 each round [min 1d6] for dura					
Insect Plague		1 round	1 minute/level	Long (800 ft.)	V,S, DF	PHB: p.244
School: Conjuration (Summoning)	SR: No	Target: One swarm of other swarm	f locust/per 3 levels, each of which must be a	adjacent to at least one	Caster Level: 10	
Effect: Locust swarms attack creatures.						
□□□□□Jungle's Rapture	DC: 18, Will negates	1 standard action	Permanent [D]	Close (50 ft.)	V,S	SC: p.128
School: Transmutation  Effect: Target takes 1d6 Dex damage, each day victim take	SR: Yes	Target: One living non	nplant creatures		Caster Level: 10	
Longstrider Mass	DC: 18, Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	PHB II: p.117
School: Transmutation	SR: Yes (harmless)	Target: 60-ftradius e	manation centered on you		Caster Level: 10	
Effect: All allies in the area gain a +10-foot enhancement b	onus to their speed.	A store to a book or	4 10 1	20 ft.	V0.M	DUD II . 110
Magic Convalescence	CD: No	1 standard action	1 round/level	20 It.	V,S,M	PHB II: p.118
School: Conjuration (Healing)  Effect: Whenever a creature, including you casts a spell ca	SR: No st within the area of this spell, you heal 1 hit point p		manation centered on you st.		Caster Level: 10	
□□□□□ Mantle of the Icy Soul	DC: 18, Will negates	1 standard action	1 hour/level	Touch	V,S,M	SC: p.138
School: Transmutation [Cold]	SR: Yes	Target: Creature touch	hed		Caster Level: 10	
Effect: Grants Cold Subtype to target.	DC: 18, Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	SC: p.140
□□□□ Memory Rot  School: Evocation	SR: Yes	Target: One living crea		2.000 (00 10)	Caster Level: 10	. J. p 0
Effect: Permanenty drain 1d6 Intelligence, with 1 pt loss ea	ch round thereafter; save stops Int loss.	. argot. One living the			Tuoto, Lovol, 10	
Owl's Insight	DC: 18, Fortitude negates [harmless]	1 standard action	1 hour	Touch	V,S	SC: p.152
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	hed		Caster Level: 10	
Effect: Gain half your caster level as an enhancement bonu	us to Wisdom.  DC: 18, Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	SC: p.152
School: Conjuration (Healing)	SR: Yes [harmless]	Target: Creature touch			Caster Level: 10	
Effect: Removes most conditions; see text.	ora recipianiness)	rangot: Oroataro todo				
□□□□□ Phantom Stag	DC: 18, None; See text	1 standard action	1 hour/level [D]	0 ft.	V,S	SC: p.157
School: Conjuration (Creation)	SR: No	Target: One quasi-rea	al staglike creature		Caster Level: 10	
Effect: You conjure a quasi-real, staglike creature; see text	DC: 18, N/A	1 standard action	10 minutes/level	Personal	V,S,DF	SC: p.159
School: Transmutation	SR: N/A	Target: You			Caster Level: 10	·
Effect: Gain some plant-like qualities; immune to extra dam	age from criticals, mind-affecting spells, poison, sle	eep, paralysis, stunning				
□□□□□ Poison Thorns	DC: 18, See text	1 standard action	1 round/level	Personal	V	SC: p.159
School: Transmutation  Effect: As thornskin, except creatures grappling you get a c	SR: No	Target: You			Caster Level: 10	
Quill Blast	DC: 18, Reflex half; see text	1 standard action	Instantaneous	20 ft.	V,S,M	SC: p.164
School: Conjuration (Creation)	SR: Yes	Target: 20-ftradius s	pread, centered on you		Caster Level: 10	
Effect: Targets struck by quills [each quill does 1d6], size o	targets determines amount of quills; see text	4	4 annual (D), and tout	CO.#	VEDE	DLID II 400
Radiance	00.44	1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	PHB II: p.122
School: Evocation [Good, Light]  Effect: Undead are dazzled by illumination for the duration	SR: No they are in the area and 1d6 rounds after they leav		manation centered on you nt spell.		Caster Level: 10	
Rejuventation Cocoon	DC: 18, Will negates [harmless]	1 standard action	2 rounds	Touch	V,S,M	SC: p.172
School: Conjuration (Healing)	SR: Yes [harmless]	Target: Willing creatur	re touched		Caster Level: 10	
Effect: Heals and protects target; see text.	DC: 18, N/A	1 standard action	1 round/level	Personal	V,S,M	SC: p.191
School: Evocation	SR: N/A	Target: You	i loulid/level	reisonai	Caster Level: 10	30. p. 191
SCHOOL EVOCATION			ft; see text.			
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equa	to your Crix bonds, a 40 bonds to renorm check		Instantaneous	Touch	V,S,M/DF	SC: p.208
	To your Crix bonds, a 40 bonds to 1 enorm check	1 standard action	instantaneous			•
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]	SR: No		e object touched, up to 10 cu. ft. + 10 cu. ft./	level	Caster Level: 10	
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.				level Touch		PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]	SR: No	Target: Stone or stone	e object touched, up to 10 cu. ft. + 10 cu. ft.// 10 minutes/level or until discharged		Caster Level: 10	
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.	SR: No DC: 18, Will negates (harmless)	Target: Stone or stone Standard Action Target: Creature touch	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed	Touch	Caster Level: 10 V,S,M Caster Level: 10	PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  School: Abjuration  Effect: Ignore 10 points of damage per attack.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)	Target: Stone or stone Standard Action Target: Creature touch 1 round	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D]	Touch Close (50 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S, DF	
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Conjuration (Summoning)	SR: No DC: 18, Will negates (harmless)	Target: Stone or stone Standard Action Target: Creature touch 1 round	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed	Touch Close (50 ft.)	Caster Level: 10 V,S,M Caster Level: 10	PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Charles Stone Shape, Greater School: Transmutation (Earth)  Effect: Sculpts stone into any shape.  Charles Stoneskin School: Abjuration  Effect: Ignore 10 points of damage per attack.  Charles Summon Nature's Ally V	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)	Target: Stone or stone Standard Action Target: Creature touch 1 round	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D]	Touch Close (50 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S, DF	PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Charles Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  Chool: Abjuration  School: Abjuration  School: Abjuration  Summon Nature's Ally V  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Chool: Conjuration (Teleportation)	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than	Touch  Close (50 ft.) 30 ft. apart	Caster Level: 10 V,S,M Caster Level: 10 V,S, DF Caster Level: 10	PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Charles School: Transmutation (Earth)  Effect: Sculpts stone into any shape.  Charles School: Abjuration  Effect: Ignore 10 points of damage per attack.  Charles Ignore 10 points of damage per attack.  Charles Ignore 10 points of damage per attack.  Charles School: Conjuration (Summoning)  Effect: Calls creature to fight.  Charles School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No DC: 18, N/A SR: N/A	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level	Touch  Close (50 ft.) 30 ft. apart  Personal	Caster Level: 10  V.S.M  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Charles of the Company	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)  SR: No DC: 18, N/A SR: N/A DC: 18, Will Negates	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level One Full Day	Touch  Close (50 ft.) 30 ft. apart	Caster Level: 10  V.S.M  Caster Level: 10  V.S. DF  Caster Level: 10  V.S.DF  Caster Level: 10  S	PHB: p.285
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)  SR: No DC: 18, N/A SR: N/A DC: 18, Will Negates SR: No	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touch tive when the Seal is inv	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level One Full Day ched	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis	Caster Level: 10 V.S.M Caster Level: 10 V.S. DF Caster Level: 10 V.S.DF Caster Level: 10 S Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Check Capinal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  Check: Sculpts stone into any shape.  Check: Capiration Stoneskin School: Abjuration  Effect: Ignore 10 points of damage per attack.  Check: Ignore 10 points of damage per attack.  Check: Canipration (Summoning)  Effect: Calls creature to fight.  Check: Conjuration (Summoning)  Effect: As tree stride, instead you use pools of water.  Check: Tansmutation  Effect: The Lesser Seal Of Solomon  School: Transmutation  Effect: The Lesser Seal Of Solomon stabilizes personal specified: The Lesser Seal Of Solomon School: Transmutation	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)  SR: No DC: 18, N/A SR: N/A DC: 18, Will Negates SR: No	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touch tive when the Seal is inv Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level One Full Day ched voked, or which are cast on the target simult Permanent	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch	Caster Level: 10 V.S.M Caster Level: 10 V.S. DF Caster Level: 10 V.S.DF Caster Level: 10 S Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Character School: Transmutation (Earth)  Effect: Sculpts stone into any shape.  Chiect: Sculpts stone into any shape.  Chiect: Sculpts of Depints of damage per attack.  Chiect: Ignore 10 points of damage per attack.  Chiect: Ignore 10 points of damage per attack.  Chiect: Conjuration (Summoning)  Effect: Calls creature to fight.  Chiect: Calls creature to fight.  Chiect: Chiect: Calls creature to fight.  Chiect: Chi	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)  SR: No DC: 18, N/A SR: N/A DC: 18, Will Negates SR: No alls and talents. Any spells or talents which are acti	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touch tive when the Seal is inv	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level One Full Day ched voked, or which are cast on the target simult Permanent	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis	Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  S  Caster Level: 10  spelled for the duration	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal.
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Check Cain +4 to Cha & Dex, deflection bonus to AC equal Check Cain Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  The Lesser Seal Of Solomon School: Transmutation  Effect: The Lesser Seal Of Solomon stabilizes personal spread of the School: Transmutation [Earth]  Effect: Transmutation [Earth]  Effect: Transmutation [Earth]  Effect: Transmutation [Earth]	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DIIs and talents. Any spells or talents which are acting DC: 18, See text	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touch tive when the Seal is inv Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./ 10 minutes/level or until discharged hed 1 round/level [D] creatures, no two of which can be more than 1 round/level One Full Day ched voked, or which are cast on the target simult Permanent	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis	Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  S  Caster Level: 10  spelled for the duration (V.S.M/DF)	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal.
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Company of the Company	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No alls and talents. Any spells or talents which are actinocials. SR: No	Target: Stone or stone Standard Action Target: Creature touch 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touch viewhen the Seal is inv Standard Action Target: Up to two 10 f Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)	Caster Level: 10  V.S.M  Caster Level: 10  V.S.DF  Caster Level: 10  V.S.DF  Caster Level: 10  S  Caster Level: 10  Spelled for the duration V.S.M/DF  Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  Stone: Abjuration  School: Abjuration  Effect: Brone 10 points of damage per attack.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  School: Transmutation  Effect: The Lesser Seal Of Solomon  School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Check: Transmutation [Earth]  Effect: Transmutation [Earth]	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched  voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text  ft. cubes/level [S]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dit Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Company Stone Shape, Greater School: Transmutation (Earth)  Effect: Sculpts stone into any shape.  School: Abjuration  School: Abjuration  School: Abjuration  School: Abjuration  Summon Nature's Ally V  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Children: Transmutation  Effect: The Lesser Seal Of Solomon School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Effect: Transmutation (Earth)  Effect: Transforms 2 10-ft. cubes/level.	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No alls and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Fifect: Transmutation The Lesser Seal Of Solomon School: Transmutation  Effect: Transmutation [Earth]	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched  voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text  ft. cubes/level [S]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dit Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Color of the Color of th	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No alls and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched  voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text  ft. cubes/level [S]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dit Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Company of the Company	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  SR: No  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is Notandard Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: You	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched yoked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level [S]  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF Caster Level: 10 Caster Level: 10 Caster Level: 10 Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null of the Seal. PHB: p.295  PHB: p.295
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Color of the Color of th	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  SR: No  SR: No  SR: No  CSR: No  DC: 18, Will negates [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc we when the Seal is inv Standard Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: You 1 standard Action Target: You 1 standard action Target: You 1 standard action Target: Living creature matically healed per roi	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D] creatures, no two of which can be more than 1 round/level  One Full Day ched voked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level [S]  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35] e touched und.	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)  Medium (200 ft.)  Personal  Touch	Caster Level: 10 V.S.M Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.M/DF Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF Caster Level: 10 V.S.DF Caster Level: 10 V.S.Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Abjuration Summon Nature's Ally V School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  The Lesser Seal Of Solomon School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Transmutation [Earth]  Effect: Transforms 2 10-ft. cubes/level.  Transmutation [Earth]  Effect: Transforms 2 10-ft. cubes/level.  Tree Stride  School: Conjuration (Teleportation)  Effect: Step from one tree to another far away.  Tree Stride  School: Conjuration (Healing)  Effect: Same as lesser vigor except it grants target fast healing in the string of the string of the school: Conjuration (Healing)  Effect: Same as lesser vigor except it grants target fast healing)  Effect: Same as lesser vigor except it grants target fast healing)  Effect: Same as lesser vigor except it grants target fast healing)	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: No  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is invisually and Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: You 1 standard Action Target: Living creature	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D] creatures, no two of which can be more than 1 round/level  One Full Day ched voked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level or until expended; see text  10 rounds + 1 round/level [max 35] e touched und. Concentration + 1 round/level	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)  Personal  Touch  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Abjuration  Effect: Ignore 10 points of damage per attack.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  The Lesser Seal Of Solomon School: Transmutation [Earth]  Effect: Sam as lesser vigor except it grants target fast hearth and the same an	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  SR: No  SR: No  SR: No  CSR: No  DC: 18, Will negates [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is invisually and Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: You 1 standard Action Target: You 1 standard action Target: Living creature	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched  voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text  ft. cubes/level or until expended; see text  10 rounds + 1 round/level [max 35]  e touched  und.  Concentration + 1 round/level  t of flame up to 20 ft./level long or a ring of file	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)  Personal  Touch  Medium (200 ft.)	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.295  PHB: p.296  SC: p.229
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation (Earth)  Effect: Sculpts stone into any shape.  School: Abjuration  School: Abjuration  School: Abjuration  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  The Lesser Seal Of Solomon School: Transmutation  Effect: The Lesser Seal Of Solomon School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Transmutation (Earth)  Effect: Step from one tree to another far away.  Ciffect: Step from one tree to another far away.	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: No  SR: Yes [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Toucle when the Seal is invited that the Seal is invited that the Standard Action Target: Up to two 10 ff Standard Action Target: Up to two 10 ff Standard Action Target: Living creature matically healed per row Standard Action Target: Opaque sheet 5 ft./2 levels; either for	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched woked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level [S]  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35] et touched und.  Concentration + 1 round/level to fflame up to 20 ft./level long or a ring of firm 20 ft. high	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis Medium (200 ft.)  Personal  Touch  Medium (200 ft.)  Medium (200 ft.)  re with a radius of up to	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Check Call Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Soupher 10 points of damage per attack.  Check: Conjuration (Summoning)  Effect: Calls creature to fight.  Check: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Check: Conjuration (Teleportation)  Effect: The Lesser Seal Of Solomon School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Check: Transmutation [Earth]  Effect: Transforms 2 10-ft. cubes/level.  Check: Conjuration (Teleportation)  Effect: Transforms 2 10-ft. cubes/level.  Check: Transmutation (Earth)  Effect: Transforms 2 10-ft. cubes/level.  Check: Conjuration (Teleportation)  Effect: Same as lesser vigor except it grants target fast hear	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: No  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Living creature matically healed per ror Standard Action Target: Opaque sheet 5 ft./2 levels; either for	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched woked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level or until expended; see text  10 rounds + 1 round/level [max 35] e touched und.  Concentration + 1 round/level aring of firm 20 ft. high  10 minutes/level [D]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis  Medium (200 ft.)  Personal  Touch  Medium (200 ft.)	Caster Level: 10  V,S,M  Caster Level: 10  V,S,DF  Caster Level: 10  S  Caster Level: 10  S  Caster Level: 10  V,S,M/DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.295  PHB: p.296  SC: p.229
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Souptore 10 points of damage per attack.  School: Abjuration  Effect: Calls creature to fight.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  Effect: Calls creature to fight.  Effect: Carls creature to fight.  Effect: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Effect: The Lesser Seal Of Solomon School: Transmutation  Effect: The Lesser Seal Of Solomon stabilizes personal spending to the string of the string the str	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: No  SR: Yes [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Living creature matically healed per ror Standard Action Target: Opaque sheet 5 ft./2 levels; either for	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched woked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level [S]  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35] et touched und.  Concentration + 1 round/level to fflame up to 20 ft./level long or a ring of firm 20 ft. high	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis Medium (200 ft.)  Personal  Touch  Medium (200 ft.)  Medium (200 ft.)  re with a radius of up to	Caster Level: 10 V,S,M Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Check Cain +4 to Cha & Dex, deflection bonus to AC equal Check Cain Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration  Effect: Upore 10 points of damage per attack.  School: Abjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Check: As tree stride, instead you use pools of water.  Effect: Transmutation  Effect: Transmutation  Effect: Transmutation  Effect: Transmutation [Earth]  Effect: Transmutation [Earth]  Effect: Transmutation [Earth]  Effect: Transmutation (Teleportation)  Effect: Same at 10-ft. cubes/level.  Check: School: Conjuration (Teleportation)  Effect: Same as lesser vigor except it grants target fast head conditions of the string services of the school: Conjuration (Healing)  Effect: Same as lesser vigor except it grants target fast head conditions of the school: Conjuration (Healing)  Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: No  SR: No	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is inv Standard Action Target: Up to two 10 f Standard Action Target: Up to two 10 f Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Living creature matically healed per ror Standard Action Target: Opaque sheet 5 ft./2 levels; either for	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched woked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level or until expended; see text  10 rounds + 1 round/level [max 35] e touched und.  Concentration + 1 round/level aring of firm 20 ft. high  10 minutes/level [D]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  aneously, cannot be dis Medium (200 ft.)  Personal  Touch  Medium (200 ft.)  Medium (200 ft.)  re with a radius of up to	Caster Level: 10  V,S,M  Caster Level: 10  V,S,DF  Caster Level: 10  S  Caster Level: 10  S  Caster Level: 10  V,S,M/DF	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Company Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  School: Abjuration School: Abjuration School: Abjuration Summoning)  Effect: Calls creature to fight.  School: Conjuration (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  Conjuration (Teleportation)  Effect: The Lesser Seal Of Solomon School: Transmutation  Effect: Transforms 2 10-ft. cubes/level.  Conjuration (Earth)  Effect: Transforms 2 10-ft. cubes/level.  Effect: Transforms 2 10-ft. cubes/level.  Effect: Step from one tree to another far away.  Effect: Step from one tree to another far away.  Conjuration (Healing)  Effect: Same as lesser vigor except it grants target fast her School: Conjuration (Healing)  Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. for the School: Conjuration (Creation)  Effect: Thorns damage anyone who tries to pass.  Conjuration (Creation)  Effect: Thorns damage anyone who tries to pass.	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: Yes [harmless]  lling ability for the duration of the spell at 4 hp auto  SR: Yes  Passing through wall deals 2d6 +1/level damage  SR: No  DC: 18, Fortitude negates [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Touc ive when the Seal is ins Standard Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: Living creature Target: Living creature Target: Up to action Target: Up to two 10 ft Standard Action Target: Living creature Target: Living creature Target: Up to action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: Wall of thorny	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day ched woked, or which are cast on the target simult Permanent ft. cubes/level [S]  Permanent; see text ft. cubes/level [S]  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35] et ouched und.  Concentration + 1 round/level to ff arm 20 ft. high  10 minutes/level [D]  brush, up to one 10-ft. cube/level [S]	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  Medium (200 ft.)  Personal  Touch  Medium (200 ft.)  Medium (200 ft.)  Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,M/DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 V,S,M/DF Caster Level: 10	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298  PHB: p.298
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal Stone Shape, Greater School: Transmutation [Earth]  Effect: Sculpts stone into any shape.  Stone: Abjuration  School: Abjuration  School: Abjuration  Effect: Description (Summoning)  Effect: Calls creature to fight.  School: Conjuration (Teleportation)  Effect: As tree stride, instead you use pools of water.  The Lesser Seal Of Solomon School: Transmutation  Effect: The Lesser Seal Of Solomon School: Transmutation [Earth]  Effect: Transforms 2 10-ft. cubes/level.  Transmutation [Earth]  Effect: Transforms 2 10-ft. cubes/level.  Effect: Transforms 2 10-ft. cubes/level.  Effect: Step from one tree to another far away.  Effect: Step from one tree to another far away.  Wigor, Greater  School: Conjuration (Healing)  Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. feffect: Deals 2d4 fire damage anyone who tries to pass.  Effect: Dons damage anyone who tries to pass.	SR: No  DC: 18, Will negates (harmless)  SR: Yes (harmless)  SR: No  DC: 18, N/A  SR: N/A  DC: 18, Will Negates  SR: No  ells and talents. Any spells or talents which are acti DC: 18, See text  SR: No  DC: 18, See text  SR: No  DC: 18, Will negates [harmless]  SR: Yes [harmless]  lling ability for the duration of the spell at 4 hp auto  SR: Yes  Passing through wall deals 2d6 +1/level damage  SR: No  DC: 18, Fortitude negates [harmless]  SR: Yes [harmless]	Target: Stone or stone Standard Action Target: Creature toucl 1 round Target: One or more of 1 standard action Target: You One Standard Action Target: Creature Toucles when the Seal is Standard Action Target: Up to two 10 ft Standard Action Target: Up to two 10 ft Standard Action Target: Living creature matically healed per rot Standard Action Target: Living creature Target: Opaque sheet 5 ft./2 levels; either for Standard Action Target: Wall of thorny 1 standard Action	e object touched, up to 10 cu. ft. + 10 cu. ft./  10 minutes/level or until discharged hed  1 round/level [D]  creatures, no two of which can be more than  1 round/level  One Full Day  ched  voked, or which are cast on the target simult  Permanent  ft. cubes/level [S]  Permanent; see text  ft. cubes/level or until expended; see text  10 rounds + 1 round/level [max 35]  e touched  und.  Concentration + 1 round/level  t of flame up to 20 ft./level long or a ring of firm 20 ft. high  10 minutes/level [D]  brush, up to one 10-ft. cube/level [S]  1 round/level  level	Touch  Close (50 ft.) 30 ft. apart  Personal  Touch  Medium (200 ft.)  Personal  Touch  Medium (200 ft.)  Medium (200 ft.)  Medium (200 ft.)  Medium (200 ft.)	Caster Level: 10 V,S,M V,S,DF Caster Level: 10 V,S,DF Caster Level: 10 S Caster Level: 10 S Caster Level: 10 V,S,M/DF Caster Level: 10 V,S	PHB: p.285  PHB: p.289  SC: p.217  EWB: null  of the Seal. PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298  PHB: p.298

<sup>/</sup>Speciality Spe