

Laelia 'Katlyn' Kavanagh

NAME

d8E9 Drd

CLASS

45000

EXPERIENCE

9/10

Character Level/ECL

55000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	22	+6	22	+6	22	+6
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	20	+5	20	+5	20	+5
CHA Charisma	16	+3	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	=	+4	+2	+0	+1	+0	
REFLEX (dexterity)	+13	=	+4	+6	+0	+3	+0	
WILL (wisdom)	+10	=	+4	+5	+0	+1	+0	

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP		
MELEE attack bonus	+12	=	+7	+3	+0	+2	+0	
RANGED attack bonus	+15	=	+7	+6	+0	+2	+0	
GRAPPLE attack bonus	+12	=	+7	+3	+0	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+12	1d3+3	20/x2	10 ft.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12/+12	1d3+3				
Special Properties					

*Longsword +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	10 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+13/+13	1d8+4	2W-P-(OH)	+7/+7	1d8+4
1H-O	+9/+9	1d8+2	2W-P-(OL)	+9/+9	1d8+4
2H	+13/+13	1d8+5	2W-OH	+3	1d8+2
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb	Light	+6		+0	0

Rebekah Maitland

PLAYERNAME

Sunrise Elf

RACE

Medium

SIZE

5' 0"

HEIGHT

101 lbs.

WEIGHT

132

Female

GENDER

Hazel

EYES

Brunette,

HAIR

HP hit points	80	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED													
AC armor class	29	:	23	:	22	=	10	+	6	+	0	+	6	+	0	+	1	+	2	+	4
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC	
INITIATIVE modifier		+10		=		+6		+		+4		TOTAL		DEX MODIFIER		MISC MODIFIER					
BASE ATTACK bonus				+		7		+		2											

DEITY

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

0

POINTS

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	12/6
✓	Acrobatics	DEX	7	=	6	+	+ 1
✓	Appraise	INT	2	=	1	+	+ 1
✓	Athletics	STR	4	=	3	+	+ 1
✓	Athletics (Jump)	STR	12	=	3	+	+ 9
✓	Craft (Untrained)	INT	1	=	1	+	+
✓	Deception	CHA	4	=	3	+	+ 1
✓	Deception (Act in character)	CHA	6	=	3	+	+ 3
✓	Endurance	CON	5	=	2	+	+ 2.0 + 1
✓	Gather Information	CHA	4	=	3	+	+ 1
✓	Heal	WIS	9	=	5	+	+ 1.0 + 3
✓	Insight	WIS	8	=	5	+	+ 3
✓	Knowledge (Nature)	INT	14	=	1	+	+12.0+ 1
✓	Martial Arts (Wisdom Based)	WIS	20	=	5	+	+12.0+ 3
✓	Perception	WIS	22	=	5	+	+12.0+ 5
✓	Persuasion	CHA	16	=	3	+	+12.0+ 1
✓	Ride	DEX	7	=	6	+	+ 1
✓	Stealth	DEX	11	=	6	+	+ 4.0 + 1
✓	Survival	WIS	12	=	5	+	+ 4.0 + 3
✓	Survival (Find or follow tracks)	WIS	14	=	5	+	+ 4.0 + 5
✓	Survival (Natural environments)	WIS	14	=	5	+	+ 4.0 + 5
✓	Thievery	DEX	7	=	6	+	+ 1
✓	Use Rope	DEX	7	=	6	+	+ 1
			=	+	+		
			=	+	+		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Laelia's Mother Nature Amulet	Equipped	1	0.0	0.0
Gain +1 to your Caster Level				
Claw	Carried	1	0.0	0.0
Faerie Garb	Equipped	1	0.5	1.0
Longsword +1	Equipped	1	4.0	2315.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding	Equipped	1	0.0	0.0
0 lbs.				
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	2316.0 gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
Any Weapon Rod	[Andrew Game]
Becomes non-complex weapon as a free action.	
Natural Weapon (Claw)	[Andrew Game, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	
Warcraft	[Distant Horizons Games - Eclipse - The Codex Persona, p.10]
+7 BAB	

Special Qualities	
Death and Dying	[Distant Horizons Games - Eclipse - The Codex Persona]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Immunity to magic sleep effects	[Player's Handbook, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[Player's Handbook, p.16]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[Player's Handbook, p.16]
Weapon Proficiency (All Simple and Martial Weapons)	[Distant Horizons Games - Eclipse - The Codex Persona, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties	[Distant Horizons Games - Eclipse - The Codex Persona, p.17]
You have duties. Grants 2 CP per level. [+18 total CP].	
Character Creation Fast Learner / Specialized for Increased Effect (Magic Levels)	[Distant Horizons Games - Eclipse - The Codex Persona, p.17]
+2 CP a level towards selected item. [+18 total CP].	

DISADVANTAGES	
Hunted (Tabarath Cult)	[Distant Horizons Games - Eclipse - The Codex Persona, p.19]
Something powerful is hunting you.	
Obligations (Time Lord Minions)	[Distant Horizons Games - Eclipse - The Codex Persona, p.19]
You have the listed obligations.	
Unarmored	[Distant Horizons Games - Eclipse - The Codex Persona, p.20]
You can not wear armor.	

Spell Caster Information	
Spell Points	[Distant Horizons Games - Eclipse - The Codex Persona]
Druid Spell Points=5	
Druid	[Distant Horizons Games - Eclipse - The Codex Persona, p.11]
Druid Level 12, Casterlevel is 14	
Druid Spell Points (L10 = 96)	[Andrew Game]

Eclipse Abilities	
Character Points Total	[Distant Horizons Games - Eclipse - The Codex Persona]
Character Points Total 328, Bonus Feats have added 36 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Fast Learner adds 18 CP, HD 8 deducts 36 CP, Companions adds 6 CP	
Adept (Knowledge (Nature), Martial Arts, Perception, Persuasion)	[Distant Horizons Games - Eclipse - The Codex Persona, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Companion	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Companion / Great Form	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
(+6 CP) 3/day apply Righteous Might 9 to a companion as a Free Action.	
Companion / Might (Positive Levels)	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Familiar	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
You have a familiar companion	
Deep Sleep	[Distant Horizons Games - Eclipse - The Codex Persona, p.30]
You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	
+4 racial bonus on saves against sleep and paralysis	[Andrew Game, web]
Fortune / Evasion	[Distant Horizons Games - Eclipse - The Codex Persona, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
Improved Initiative (2x)	[Distant Horizons Games - Eclipse - The Codex Persona, p.53]
+2 to initiative each time taken [+4 Bonus]	
Innate Enchantment	[Distant Horizons Games - Eclipse - The Codex Persona, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Skill Mastery/+2 to all Wisdom-Linked Skills	[Distant Horizons Games - Eclipse - The Codex Persona]
+2 Competence bonus to Wisdom Skills.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Distant Horizons Games - Eclipse - The Codex Persona]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Distant Horizons Games - Eclipse - The Codex Persona]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Innate Enchantment / Inspiring Word	[Distant Horizons Games - Eclipse - The Codex Persona]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	
Legionary	[Distant Horizons Games - Eclipse - The Codex Persona, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Lelia's Orb	[Andrew Game]
Grants Shapeshift	
Mental Link	[Andrew Game, Custom]
You are automatically in Mental Contact with your companions	
Mindsight	[Distant Horizons Games - Eclipse - The Codex Persona, p.37]
(6 CP). You gain the ability to send and receive thoughts with willing (or at least not unwilling) targets within a 60' radius	
Botanical Mastery	[Distant Horizons Games - Eclipse - The Codex Persona]
Amplify with Streamlined, both Specialized (for reduced cost) and Corrupted (for increased effect); Only to avoid the need to have appropriate plants available (the spells grow their own) to cast spells involving plants.	

Mindspeech / Beastspeech	[Distant Horizons Games - Eclipse - The Codex Persona, p.37]
(+6 CP) allows full communication with animals, rather than the simple communication of vague emotions and urges possible with basic Mindspeech. While animals generally aren't very smart, this translates things into rough "speech."	
Mindspeech / Spirit Speech	[Distant Horizons Games - Eclipse - The Codex Persona, p.38]
(+6 CP) allows you to communicate with unlinked creatures on coexistent planes., The user may attempt to communicate with individuals on other planes in general.	
Occult Sense (Spirit Sight)	[Distant Horizons Games - Eclipse - The Codex Persona, p.38]
You have selected senses out to 60'	
Shapeshift	[Distant Horizons Games - Eclipse - The Codex Persona, p.42]
(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.	
Shapeshift / Natural Magic	[Distant Horizons Games - Eclipse - The Codex Persona, p.43]
(+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.	

Martial Arts	
Martial Arts Basic / Attack (3x)	[Distant Horizons Games - Eclipse - The Codex Persona, p.81]
Gain additional +1 each time taken [currently +3] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Distant Horizons Games - Eclipse - The Codex Persona, p.81]
Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / Mind Like Moon	[Distant Horizons Games - Eclipse - The Codex Persona, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
Martial Arts Advanced / Reach	[Distant Horizons Games - Eclipse - The Codex Persona, 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 Occult / Paralyze	[Distant Horizons Games - Eclipse - The Codex Persona, p.82]
(-2 Con) This allows you to paralyze any one enemy you hit this round for 1d6 minutes unless he or she makes a Fortitude save at DC 10 +(Wis Mod).	

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

LANGUAGES
Common, Draconic, Druidic, Elven, Terran
















TEMPLATES

Familiar: Ginger (Companion (Dragoncat))					
HP:	88	AC:	29	INIT:	+6
FORT:	+8	REF:	+10	WILL:	+6
*Bite (Natural/Primary)	+10/+10	DAM:	1d6+6	CRIT:	20/x2
*Claw (Natural/Primary)	+5/+5	DAM:	1d6+2	CRIT:	20/x2
*Claws (Natural/Primary)	+10/+10/+10	DAM:	1d6+4	CRIT:	20/x2
*Bite (Natural/Secondary)	+5/+5	DAM:	1d6+4	CRIT:	20/x2
Special:					












Druid Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	Standard Action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 14	
 Cure Minor Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
 Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
 Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
 Detect Poison		None	Standard Action	Instantaneous	Close (60 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 14	
 Flare	15	Fortitude negates	Standard Action	Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 14	
 Guidance	15	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
 Know Direction		None	Standard Action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
 Mending	15	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 14	
 Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
 Purify Food and Drink	15	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 14	
 Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Resistance	15	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
 Virtue	15	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 14	
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 14	
 Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 14	
 Aspect of the Wolf	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Aura Against Flame	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Babau Slime	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
 Beast Claws	16	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Beastland Ferocity	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
 Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 14	
 Branch to Branch	16	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 14	
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting		None	1 immediate action	1 minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					Target: One willing creature/level, no two of which are more than 20 ft. apart.			Caster Level: 14	
□□□□□ Calm Animals	16	Will negates; see text	Standard Action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					Target: Animals within 30 ft. of each other			Caster Level: 14	
□□□□□ Camouflage	16	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 14	
□□□□□ Charm Animal	16	Will negates	Standard Action	1 hour/level	Close (60 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.					Target: One animal			Caster Level: 14	
□□□□□ Claws of the Bear	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					Target: You			Caster Level: 14	
□□□□□ Climb Walls	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched			Caster Level: 14	
□□□□□ Cloudburst		None	1 round	10 minutes/level [D]	Long (960 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					Target: 100-ft.-radius emanation			Caster Level: 14	
□□□□□ Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text			Caster Level: 14	
□□□□□ Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched			Caster Level: 14	
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					Target: Creature touched			Caster Level: 14	
□□□□□ Deep Breath	16	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 14	
□□□□□ Delay Disease	16	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					Target: Creature touched			Caster Level: 14	
□□□□□ Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]	Long (960 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.					Target: Cone-shaped emanation			Caster Level: 14	
□□□□□ Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.					Target: Cone-shaped emanation			Caster Level: 14	
□□□□□ Endure Elements	16	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					Target: Creature touched			Caster Level: 14	
□□□□□ Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (240 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					Target: One animal			Caster Level: 14	
□□□□□ Entangle	16	Reflex partial; see text	Standard Action	1 minute/level [D]	Long (960 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread			Caster Level: 14	
□□□□□ Faerie Fire		None	Standard Action	1 minute/level [D]	Long (960 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 14	
□□□□□ Foundation of Stone		None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 14	
□□□□□ Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					Target: 2d4 fresh berries touched			Caster Level: 14	
□□□□□ Hawkeye	16	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You			Caster Level: 14	
□□□□□ Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 14	
□□□□□ Hide from Animals	16	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					Target: 1 creature/level touched			Caster Level: 14	
□□□□□ Horrible Taste	16	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched			Caster Level: 14	
□□□□□ Jump	16	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.					Target: Creature touched			Caster Level: 14	
□□□□□ Junglerazer	16	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					Target: 120-ft. line			Caster Level: 14	
□□□□□ Longstrider		None	Standard Action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.					Target: You			Caster Level: 14	
□□□□□ Low-light Vision	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.					Target: Creature touched			Caster Level: 14	

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐☐ Magic Fang	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Magic Stone	16	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 14		
☐☐☐☐☐ Omen of Peril	16	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Pass without Trace	16	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Produce Flame		None	Standard Action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 14		
☐☐☐☐☐ Raging Flame		None	1 standard action	1 minute	Medium (240 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 14		
☐☐☐☐☐ Ram's Might	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Rapid Burrowing	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Remove Scent	16	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Resist Planar Alignment	16	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Sandblast	16	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.					<i>Target:</i> 10-ft.-radius burst centered on your hands		<i>Caster Level:</i> 14		
☐☐☐☐☐ Shillelagh	16	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.					<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 14		
☐☐☐☐☐ Slow Burn		None	1 standard action	1 minute	Medium (240 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 14		
☐☐☐☐☐ Snake's Swiftess	16	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.					<i>Target:</i> One allied creature		<i>Caster Level:</i> 14		
☐☐☐☐☐ Snowshoes	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 14		
☐☐☐☐☐ Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Thunderhead	16	Reflex negates; see text	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
☐☐☐☐☐ Traveler's Mount	16	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Updraft	16	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Vigor, Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Vine Strike	16	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Wall of Smoke	16	Fortitude partial; see text	1 standard action	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 14		
☐☐☐☐☐ Wings of the Sea	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Winter Chill	16	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
☐☐☐☐☐ Wood Wose		None	1 standard action	1 hour/level	Close (60 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 14		

* =Domain/Speciality Spell

Druid Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ Animalistic Power	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Animal Messenger	17	None; see text	Standard Action	1 day/level	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 14	
□□□□□ Animal Trance	17	Will negates; see text	Standard Action	Concentration	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 14	
□□□□□ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 14	
□□□□□ Balancing Lorecall	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Barkskin		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 Enhancement bonus to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ Bear's Endurance	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Binding Winds	17	Reflex negates	1 standard action	Concentration	Medium (240 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□□ Bite of the Wererat	17	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Blinding Spittle		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit			<i>Caster Level:</i> 14	
□□□□□ Blood Frenzy	17	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 14	
□□□□□ Body of the Sun	17	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
□□□□□ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 14	
□□□□□ Briar Web		None	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 14	
□□□□□ Bull's Strength	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Burrow	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Camouflage, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (240 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Cat's Grace	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Chill Metal	17	Will negates (object)	Standard Action	7 rounds	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 350 lbs of metal			<i>Caster Level:</i> 14	
□□□□□ Cloud Wings	17	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Countermoon	17	Will negates [D]	1 standard action	12 hours	Close (60 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 14	
□□□□□ Creeping Cold	17	Fortitude half	1 standard action	3 rounds	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□□ Daggerspell Stance	17	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
□□□□□ Delay Poison	17	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Drifts of the Shalm		None	1 standard action	1 round/level	Medium (240 ft.)	V,S	No	Evocation	PHB II: p.111
<i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage.					<i>Target:</i> One 5-ft. square/level [S]			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Druid Spells

□□□□□Earthbind	17	Fortitude negates	1 standard action	1 minute/level [D]	Medium (240 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□Earthfast		None	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 14		
□□□□□Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 14		
□□□□□Embrace the Wild	17	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Fins to Feet	17	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 14		
□□□□□Fire Trap	17	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+14 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 14		
□□□□□Flame Blade		None	Standard Action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +7 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 14		
□□□□□Flaming Sphere	17	Reflex negates	Standard Action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 14		
□□□□□Fog Cloud		None	Standard Action	10 minutes/level	Medium (240 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 14		
□□□□□Frost Breath	17	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 14		
□□□□□Gust of Wind	17	Fortitude negates	Standard Action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 14		
□□□□□Healing Lorecall	17	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Healing Sting		None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature		<i>Caster Level:</i> 14		
□□□□□Heartfire	17	Fortitude partial	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst		<i>Caster Level:</i> 14		
□□□□□Heat Metal	17	Will negates (object)	Standard Action	7 rounds	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 14		
□□□□□Hold Animal	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (240 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal		<i>Caster Level:</i> 14		
□□□□□Kelpstrand		None	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□Linked Perception	17	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 14		
□□□□□Listening Lorecall	17	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Mark of the Outcast	17	Will negates	1 standard action	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□Master Air	17	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Mountain Stance	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□Nature's Favor	17	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 14		
□□□□□One With the Land	17	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Owl's Wisdom	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□Reduce Animal		None	Standard Action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 14		
□□□□□Resist Energy	17	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□Saltray	17	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray		<i>Caster Level:</i> 14		

* =Domain/Speciality Spell

Druid Spells

□□□□□ Scent		None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Share Husk	17	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 14		
□□□□□ Snake's Swiftmess, Mass	17	Will negates [harmless]	1 standard	Instantaneous	Medium (240 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 14		
□□□□□ Soften Earth and Stone		None	Standard	Instantaneous	Close (60 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 14		
□□□□□ Spider Climb	17	Will negates [harmless]	Standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Splinterbolt		None	1 standard	Instantaneous	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 14		
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (60 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 14		
□□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (240 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□ Tiger's Tooth		None	1 swift	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<i>Effect:</i> As greater magic fang.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Train Animal	17	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 14		
□□□□□ Tree Shape		None	Standard	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Warp Wood	17	Will negates (object)	Standard	Instantaneous	Close (60 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 14		
□□□□□ Wings of Air		None	1 standard	1 minute/level	Touch	V	No	Transmutation	SC: p.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 14		
□□□□□ Winter's Embrace	17	Fortitude negates	1 standard	1 round/level	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□ Wood Shape	17	Will negates (object)	Standard	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 14		
□□□□□ Wracking Touch	17	Fortitude half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Zone of Glacial Cold	17	Fort half	Standard	14 rounds	Medium (240 ft.)	V,S,M	No	Conjuration [Cold]	FrstB: p.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 14		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Breathing	18	Will negates [harmless]	1 standard	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 14		
□□□□□ Align Fang, Mass	18	Will negates [harmless]	1 standard	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Alter Fortune		None	1 immediate	Instantaneous	Close (60 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□ Attune Form	18	N/A	1 standard	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 14		
□□□□□ Bite of the Werewolf	18	N/A	1 standard	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Blindsight	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Call Lightning	18	Reflex half	1 round	1 minute/level	Medium (240 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning		<i>Caster Level:</i> 14		
□□□□□ Capricious Zephyr	18	None and Reflex partial; see text	1 standard	1 round/level	Medium (240 ft.)	V,S	Yes	Evocation [Air]	SC: p.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft.; see text					<i>Target:</i> 5-ft.-diameter		<i>Caster Level:</i> 14		
□□□□□ Charge of the Triceratops	18	Will negates [harmless]	1 standard	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: p.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
□□□□□ Circle Dance	18	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 14		

* =Domain/Speciality Spell

Druid Spells

☐☐☐☐☐ Contagion	18	Fortitude negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy [Evil]	PHB: p.213
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Corona of Cold	18	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
☐☐☐☐☐ Creaking Cacophony		None	1 standard action	1 round/level	Medium (240 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: p.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 14	
☐☐☐☐☐ Crown of Clarity	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Divination	PHB II: p.107
<i>Effect:</i> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Crumble	18	Fortitude half [object]	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes [object]	Transmutation	SC: p.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 14	
☐☐☐☐☐ Cure Moderate Wounds	18	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Dehydrate	18	Fortitude negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	Yes	Necromancy	SC: p.62
<i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Diminish Plants		None	Standard Action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
☐☐☐☐☐ Dominate Animal	18	Will negates	1 round	1 round/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.224
<i>Effect:</i> Subject animal obeys silent mental commands.					<i>Target:</i> One animal			<i>Caster Level:</i> 14	
☐☐☐☐☐ Downdraft	18	Reflex partial; see text	1 standard action	Instantaneous	Long (960 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 14	
☐☐☐☐☐ Earthen Grace	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
<i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Energy Vortex	18	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst			<i>Caster Level:</i> 14	
☐☐☐☐☐ Entangling Staff	18	Fortitude negates [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.83
<i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text					<i>Target:</i> Quarterstaff touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Evard's Manacing Tentacles			1 standard action	1 round/level	Personal	V,S,M		Transmutation	PHB II: p.113
<i>Effect:</i> You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Fire Wings	18	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: p.93
<i>Effect:</i> Attack or Fly; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Fly, Swift	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Forestfold	18	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Giant's Wrath		None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: p.105
<i>Effect:</i> Pebbles become boulders; see text					<i>Target:</i> One pebble/3 levels			<i>Caster Level:</i> 14	
☐☐☐☐☐ Girallon's Blessing	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Heatstroke	18	Fortitude partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.113
<i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].					<i>Target:</i> One Creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Hypothermia	18	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: p.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Icelance	18	Fortitude partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: p.119
<i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.					<i>Target:</i> One lance of ice			<i>Caster Level:</i> 14	
☐☐☐☐☐ Infestation of Maggots	18	Fortitude negates	1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: p.123
<i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Jagged Tooth	18	Will negates [harmless]	1 standard action	10 minutes/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.127
<i>Effect:</i> Doubles the critical threat range of one natural weapon.					<i>Target:</i> One natural slashing or piercing weapon of target creatures			<i>Caster Level:</i> 14	
☐☐☐☐☐ Lion's Charge	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Magic Fang, Greater	18	Will negates (harmless)	Standard Action	1 hour/level	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +3 on attack and damage rolls.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Druid Spells

□□□□□ Nature's Balance	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.145
<i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Nature's Rampart		None	10 minutes	Instantaneous	Medium (240 ft.)	V,S,F	No	Transmutation	SC: p.146
<i>Effect:</i> Shapes natural setting into a formidable defense.					<i>Target:</i> Structure up to 40 ft. square		<i>Caster Level:</i> 14		
□□□□□ Neutralize Poison	18	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched		<i>Caster Level:</i> 14		
□□□□□ Plant Growth		None	Standard Action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
<i>Effect:</i> Grows vegetation, improves crops.					<i>Target:</i> See text		<i>Caster Level:</i> 14		
□□□□□ Poison	18	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
□□□□□ Primal Form	18	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: p.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Protection from Energy	18	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Quench	18	None or Will negates (object)	Standard Action	Instantaneous	Medium (240 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.					<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item		<i>Caster Level:</i> 14		
□□□□□ Quillfire	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Remove Disease	18	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Sink	18	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Sleet Storm		None	Standard Action	1 round/level	Long (960 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 14		
□□□□□ Snakebite	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 14		
□□□□□ Snowshoes, Mass	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Speak with Plants		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Spiderskin	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Spike Growth	18	Reflex partial	Standard Action	1 hour/level [D]	Medium (240 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 14		
□□□□□ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 14		
□□□□□ Spiritjaws		None	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force		<i>Caster Level:</i> 14		
□□□□□ Standing Wave	18	Reflex negates	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 14		
□□□□□ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 14		
□□□□□ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Thornskin	18	N/A	1 standard action	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Thunderous Roar	18	Fortitude partial; see text	1 standard action	Instantaneous	Long (960 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 14		
□□□□□ Treasure Scent	18	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□ Tremor	18	See text	1 standard action	1 round/3 levels	Medium (240 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 14		
□□□□□ Vigor, Mass Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□ Vine Mine	18	See text	1 standard action	10 minutes/level	Medium (240 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 14		

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Druid Spells

□□□□□ Walk the Mountain's Path	18	Will negates (harmless)	Standard Action	140 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 enhancement bonus to Jump and Balance checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Water Breathing	18	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 14	
□□□□□ Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: p.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you			<i>Caster Level:</i> 14	
□□□□□ Wind Wall	18	None; see text	Standard Action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]			<i>Caster Level:</i> 14	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: p.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 14	
□□□□□ Antiplant Shell		None	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.200
<i>Effect:</i> Keeps animated plants at bay.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 14	
□□□□□ Arc of Lightning	19	Reflex half	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: p.15
<i>Effect:</i> Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.					<i>Target:</i> A line between two creatures			<i>Caster Level:</i> 14	
□□□□□ Bite of the Wereboar	19	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Blight	19	Fortitude half; see text	Standard Action	Instantaneous	Touch	V,S, DF	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Withers one plant or deals 1d6/level damage to plant creature.					<i>Target:</i> one plant/plant-creature			<i>Caster Level:</i> 14	
□□□□□ Blindsight, Greater	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: p.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature			<i>Caster Level:</i> 14	
□□□□□ Briartangle	19	Reflex half	Standard Action	14 minutes [D]	Long (960 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
<i>Effect:</i> Each entangled creature takes 1d8+7 in each subsequent round it attempts to break free or move it takes a like amount of damage.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 14	
□□□□□ Burrow, Mass	19	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Call of Stone	19	Fortitude partial	1 standard action	1 round/2 levels	Medium (240 ft.)	V,S	Yes	Transmutation	PHB II: p.105
<i>Effect:</i> Target must make successive saves each round or slowly turn into stone statue.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□□ Chain of Eyes	19	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Srying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ Command Plants	19	Will negates	Standard Action	1 day/level	Close (60 ft.)	V	Yes	Transmutation	PHB: p.211
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Contagious Touch	19	Fortitude negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Contingent Energy Resistance	19	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Control Water	19	None; see text	Standard Action	10 minutes/level [D]	Long (960 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			<i>Caster Level:</i> 14	
□□□□□ Creeping Cold, Greater	19	Fortitude half	1 standard action	See text	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□□ Cure Serious Wounds	19	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Dispel Magic		None	Standard Action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 14	
□□□□□ Enhance Wild Shape	19	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Essence of the Raptor	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S	N/A	Transmutation	SC: p.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Eye of the Hurricane	19	Fortitude negates	1 standard action	Instantaneous	40 ft.	V,S	Yes	Abjuration [Air]	SC: p.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text					<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you			<i>Caster Level:</i> 14	
□□□□□ Flame Strike	19	Reflex half	Standard Action	Instantaneous	Medium (240 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 14	
□□□□□ Freedom of Movement	19	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 14	
□□□□□ Giant Vermin		None	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Druid Spells

Healing Spirit	19	Will half (harmless)	1 standard action	1 round/2 levels	Close (60 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.					<i>Target:</i> One conjured healing spirit				<i>Caster Level:</i> 14
Ice Storm		None	Standard Action	1 full round	Long (960 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: p.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.					<i>Target:</i> Cylinder 20				<i>Caster Level:</i> 14
Jaws of the Wolf		None	1 standard action	1 round/level [D]	Close (60 ft.)	V,S,F	No	Transmutation	SC: p.127
<i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.					<i>Target:</i> One or more created worgs				<i>Caster Level:</i> 14
Land Womb	19	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: p.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					<i>Target:</i> You and one other creature/level				<i>Caster Level:</i> 14
Languor	19	Will partial	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes	Transmutation	SC: p.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.					<i>Target:</i> Ray				<i>Caster Level:</i> 14
Last Breath		None	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Transmutation	SC: p.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.					<i>Target:</i> Dead creature touched				<i>Caster Level:</i> 14
Lay of the Land	19	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: p.131
<i>Effect:</i> Learn area of 50 miles radius; see text					<i>Target:</i> You				<i>Caster Level:</i> 14
Magic Fang, Superior	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					<i>Target:</i> You				<i>Caster Level:</i> 14
Meteoritic Strike	19	None or Reflex half; see text	1 swift action	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: p.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].					<i>Target:</i> Your melee weapon				<i>Caster Level:</i> 14
Miasma of Entropy	19	Fortitude half or Will negates [object]	1 standard action	Instantaneous	30 ft.	V,S	Yes [object]	Necromancy	SC: p.141
<i>Effect:</i> Accelerates decay in natural substances; see text					<i>Target:</i> Cone-shaped burst or one solid object; see text				<i>Caster Level:</i> 14
Moon Bolt	19	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (960 ft.)	V,S	Yes	Evocation	SC: p.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart				<i>Caster Level:</i> 14
Murderous Mist	19	Reflex partial; see text	1 standard action	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: p.145
<i>Effect:</i> Create cloud of scalding hot steam; see text.					<i>Target:</i> Cloud spreads in 30-ft. radius, 20 ft. high				<i>Caster Level:</i> 14
Perinarch	19	None [object] and Reflex negates; see text	1 standard action	1 round/level; see text	Close (60 ft.)	V,S,DF	No	Transmutation	SC: p.153
<i>Effect:</i> Grants temporary over the terrain of limbo.					<i>Target:</i> N/A				<i>Caster Level:</i> 14
Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you				<i>Caster Level:</i> 14
Poison Vines	19	Fortitude negates	1 standard action	10 minutes/level	Medium (240 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.					<i>Target:</i> 10-ft.-radius/level spread				<i>Caster Level:</i> 14
Reincarnate	19	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: p.270
<i>Effect:</i> Brings dead subject back in a random body.					<i>Target:</i> Dead creature touched				<i>Caster Level:</i> 14
Renewed Vigor	19	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: p.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.					<i>Target:</i> 30-ft.-radius- burst centered on you				<i>Caster Level:</i> 14
Repel Vermin	19	None or Will negates; see text	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				<i>Caster Level:</i> 14
Resistance, Greater	19	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 14
Rushing Waters	19	None; see text	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: p.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.					<i>Target:</i> 15-ft.-radius spread				<i>Caster Level:</i> 14
Rusting Grasp		None	Standard Action	See text	Touch	V,S, DF	No	Transmutation	PHB: p.273
<i>Effect:</i> Your touch corrodes iron and alloys.					<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				<i>Caster Level:</i> 14
Scrying	19	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: p.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor				<i>Caster Level:</i> 14
Shadowblast	19	Fort negates	1 standard action	Insta	Long (960 ft.)	V,S,M	Yes	Evocation [Light]	SC: p.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread				<i>Caster Level:</i> 14
Sheltered Vitality	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 14
Spark of Life	19	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched				<i>Caster Level:</i> 14
Spike Stones	19	Reflex partial	Standard Action	1 hour/level [D]	Medium (240 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: p.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level				<i>Caster Level:</i> 14
Starvation	19	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	Yes	Transmutation	SC: p.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.					<i>Target:</i> One living creature				<i>Caster Level:</i> 14
Sudden Stalagmite	19	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: p.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].					<i>Target:</i> One creature				<i>Caster Level:</i> 14

* =Domain/Specialty Spell

Druid Spells

□□□□□ Summon Elementite Swarm	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S	No	Conjuration (Summoning) [see text] Caster Level: 14	SC: p.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text				<i>Target:</i> One summoned elementite				
□□□□□ Summon Nature's Ally IV	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning) Caster Level: 14	PHB: p.288
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□ Swim, Mass	None	1 round	10 minutes/level [D]	Medium (240 ft.)	V,S,M	Yes [harmless]	Transmutation [Water] Caster Level: 14	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart				
□□□□□ Vortex of Teeth	None	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force] Caster Level: 14	SC: p.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.				<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]				
□□□□□ Wall of Sand	None	1 standard action	Concentration +1 round/level	Medium (240 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth] Caster Level: 14	SC: p.235
<i>Effect:</i> Creates a churning wall of sand.				<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]				
□□□□□ Wall of Water	19	Reflex negates; see text	1 standard action	Medium (240 ft.)	V,S,M	No	Conjuration (Creation) [Water] Caster Level: 14	SC: p.235
<i>Effect:</i> Creates a vertical wall of swirling water.				<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]				
□□□□□ Wild Runner	19	N/A	1 standard action	Personal	V,S,DF	N/A	Transmutation Caster Level: 14	SC: p.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.				<i>Target:</i> You				
□□□□□ Wind at Back	19	Fortitude negates [harmless]	1 standard action	Medium (240 ft.)	V,S	Yes [harmless]	Evocation Caster Level: 14	SC: p.239
<i>Effect:</i> Doubles overland speed of all targets.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart				
□□□□□ Wings of Air, Greater	None	1 standard action	1 minute/level	Touch	V	No	Transmutation Caster Level: 14	SC: p.240
<i>Effect:</i> Manuverability improves by two steps.				<i>Target:</i> Winged creature touched				
□□□□□ Wood Rot	None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation Caster Level: 14	SC: p.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.				<i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	20	Fortitude negates	Standard Action	1 minute/level	Medium (240 ft.)	V,S	Yes	Transmutation	PHB: p.198
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Anticold Sphere	None		1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 14	
Atonement	None		1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: p.201
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: p.202
<i>Effect:</i> Animal or tree gains human intellect.					<i>Target:</i> Animal or tree touched			<i>Caster Level:</i> 14	
Baleful Polymorph	20	Fortitude negates, Will partial; see text	Standard Action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation	PHB: p.202
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Bite of the Weretiger	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Blood Creeper	20	Fortitude negates	1 standard action	1 round/level	Medium (240 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: p.104
<i>Effect:</i> Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Call Lightning Storm	20	Reflex half	1 round	1 minute/level	Long (960 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 14	
Catsfoot	20	Will Negates	1 Standard One Full Day Action		Personal	V, S, MF (Cat Fur)	Yes	Transmutation	EWB: null
<i>Effect:</i> Catsfoot replaces the user's current racial ability modifiers, if any, with those appropriate to a powerful feline - Str +2, Dex +6, Con +2, Wis +2, and Cha +2. He or she also gains low-light vision, +30' ground movement, a +4 bonus to Balance, Hide, and Move Silently checks, d6 natural weapons, and the ability to subtract up to [Dexterity]d6 from any falling damage he or she takes with a successful DC 15 Reflex save.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Cloak of the Sea	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.48
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Cold Snap	None		1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you			<i>Caster Level:</i> 14	
Commune with Nature	None		10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: p.211
<i>Effect:</i> Learn about terrain for one mile/level.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Control Winds	20	Fortitude negates	Standard Action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Air]	PHB: p.214
<i>Effect:</i> Change wind direction and speed.					<i>Target:</i> 40 ft./level radius cylinder 40 ft. high			<i>Caster Level:</i> 14	
Cure Critical Wounds	20	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Dance of the Unicorn	None		1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.58
<i>Effect:</i> Purifies surrounding area; see text.					<i>Target:</i> 5 ft./level-radius emanation centered on you			<i>Caster Level:</i> 14	
Death Ward	20	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Dire Hunger	20	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: p.65
<i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Echo Skull	None		1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: p.77
Effect: See, hear and speak through a specific animal skull at any distance.					Target: Animal skull touched			Caster Level: 14	
□□□□□ Fireward	None		1 standard action	1 hour/level	Medium (240 ft.)	V,S,DF	No	Transmutation	SC: p.94
Effect: As quench; suppresses all magical fire spells					Target: One 20-ft. cubes/level [S]			Caster Level: 14	
□□□□□ Hallow	20	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: p.238
Effect: Designates location as holy.					Target: 40-ft. radius emanating from the touched point			Caster Level: 14	
□□□□□ Heal Animal Companion	20	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.110
Effect: Functions as heal, except it only affects your animal companion.					Target: One item of a volume no greater than 10 cu. ft./level; see text			Caster Level: 14	
□□□□□ Inferno	20	Fortitude partial; see text	1 standard action	6 rounds; see text	Close (60 ft.)	V,S,M	Yes	Transmutation [Fire]	SC: p.123
Effect: Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell					Target: One creature			Caster Level: 14	
□□□□□ Insect Plague	None		1 round	1 minute/level	Long (960 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.244
Effect: Locust swarms attack creatures.					Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm			Caster Level: 14	
□□□□□ Jungle's Rapture	20	Will negates	1 standard action	Permanent [D]	Close (60 ft.)	V,S	Yes	Transmutation	SC: p.128
Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.					Target: One living nonplant creatures			Caster Level: 14	
□□□□□ Longstrider Mass	20	Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	Yes (harmless)	Transmutation	PHB II: p.117
Effect: All allies in the area gain a +10-foot enhancement bonus to their speed.					Target: 60-ft.-radius emanation centered on you			Caster Level: 14	
□□□□□ Magic Convalescence	None		1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: p.118
Effect: Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.					Target: 20-ft.-radius emanation centered on you			Caster Level: 14	
□□□□□ Mantle of the Icy Soul	20	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: p.138
Effect: Grants Cold Subtype to target.					Target: Creature touched			Caster Level: 14	
□□□□□ Memory Rot	20	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SC: p.140
Effect: Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.					Target: One living creature			Caster Level: 14	
□□□□□ Owl's Insight	20	Fortitude negates [harmless]	1 standard action	1 hour	Touch	V,S	Yes [harmless]	Transmutation	SC: p.152
Effect: Gain half your caster level as an enhancement bonus to Wisdom.					Target: Creature touched			Caster Level: 14	
□□□□□ Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.152
Effect: Removes most conditions; see text.					Target: Creature touched			Caster Level: 14	
□□□□□ Phantom Stag	20	None; See text	1 standard action	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	SC: p.157
Effect: You conjure a quasi-real, staglike creature; see text					Target: One quasi-real staglike creature			Caster Level: 14	
□□□□□ Plant Body	20	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: p.159
Effect: Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text					Target: You			Caster Level: 14	
□□□□□ Poison Thorns	20	See text	1 standard action	1 round/level	Personal	V	No	Transmutation	SC: p.159
Effect: As thornskin, except creatures grappling you get a dose of poison; see text					Target: You			Caster Level: 14	
□□□□□ Quill Blast	20	Reflex half; see text	1 standard action	Instantaneous	20 ft.	V,S,M	Yes	Conjuration (Creation)	SC: p.164
Effect: Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text					Target: 20-ft.-radius spread, centered on you			Caster Level: 14	
□□□□□ Radiance	None		1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: p.122
Effect: Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.					Target: 60-ft.-radius emanation centered on you			Caster Level: 14	
□□□□□ Rejuvenation Cocoon	20	Will negates [harmless]	1 standard action	2 rounds	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: p.172
Effect: Heals and protects target; see text.					Target: Willing creature touched			Caster Level: 14	
□□□□□ Sirine's Grace	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Evocation	SC: p.191
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.					Target: You			Caster Level: 14	
□□□□□ Stone Shape, Greater	None		1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: p.208
Effect: Sculpts stone into any shape.					Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			Caster Level: 14	
□□□□□ Stoneskin	20	Will negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.285
Effect: Ignore 10 points of damage per attack.					Target: Creature touched			Caster Level: 14	
□□□□□ Summon Nature's Ally V	None		1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Swamp Stride	20	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: p.217
Effect: As tree stride, instead you use pools of water.					Target: You			Caster Level: 14	
□□□□□ The Lesser Seal Of Solomon	20	Will Negates	One Standard Action	One Full Day	Touch	S	No	Transmutation	EWB: null
Effect: The Lesser Seal Of Solomon stabilizes personal spells and talents. Any spells or talents which are active when the Seal is invoked, or which are cast on the target simultaneously, cannot be dispelled for the duration of the Seal.					Target: Creature Touched			Caster Level: 14	
□□□□□ Transmute Mud to Rock	20	See text	Standard Action	Permanent	Medium (240 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: p.295
Effect: Transforms 2 10-ft. cubes/level.					Target: Up to two 10 ft. cubes/level [S]			Caster Level: 14	
□□□□□ Transmute Rock to Mud	20	See text	Standard Action	Permanent; see text	Medium (240 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: p.295
Effect: Transforms 2 10-ft. cubes/level.					Target: Up to two 10 ft. cubes/level [S]			Caster Level: 14	
□□□□□ Tree Stride	None		Standard Action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: p.296
Effect: Step from one tree to another far away.					Target: You			Caster Level: 14	
□□□□□ Vigor, Greater	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					Target: Living creature touched			Caster Level: 14	

* =Domain/Specialty Spell

Druid Spells

□□□□□Wall of Fire		None	Standard Action	Concentration + 1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage									
□□□□□Wall of Thorns		None	Standard Action	10 minutes/level [D]	Medium (240 ft.)	V,S	No	Conjuration (Creation)	PHB: p.300
<i>Effect:</i> Thorns damage anyone who tries to pass.									
□□□□□Wind Tunnel	20	Fortitude negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Evocation	SC: p.239
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.									
<i>Target:</i> One creature/level <i>Caster Level:</i> 14									
<i>Target:</i> Wall of thorny brush, up to one 10-ft. cube/level [S]									
<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high <i>Caster Level:</i> 14									
<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you <i>Caster Level:</i> 14									
□□□□□Animate Snow		None	1 standard action	1 round/level	Medium (240 ft.)	V,S	No	Transmutation [Cold]	SC: p.12
<i>Effect:</i> Create animated objects of snow; see text.									
<i>Target:</i> Cube of snow up to 20 ft on a side <i>Caster Level:</i> 14									
□□□□□Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.199
<i>Effect:</i> 10-ft. field hedges out living creatures.									
<i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 14									
□□□□□Aspect of the Earth Hunter	21	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.									
<i>Target:</i> You <i>Caster Level:</i> 14									
□□□□□Bear's Endurance, Mass	21	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14									
□□□□□Bite of the Werebear	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.									
<i>Target:</i> You <i>Caster Level:</i> 14									
□□□□□Blood Sirocco	21	Fortitude negates; see text	1 standard action	1 round/level	60 ft.	V,S	Yes	Evocation	SC: p.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text									
<i>Target:</i> Cone-shaped emanation centered on you or on a point in space <i>Caster Level:</i> 14									
□□□□□Bones of the Earth	21	Reflex negates	1 standard action	1 round/2 level [D]	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: p.104
<i>Effect:</i> Creates pillar each round. See text.									
<i>Target:</i> One 5-ft.-diameter pillar of stone per round <i>Caster Level:</i> 14									
□□□□□Bull's Strength, Mass	21	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> As bull's strength, affects one subject/ level.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14									
□□□□□Cat's Grace, Mass	21	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> As cat's grace, affects 1 subject/level.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14									
□□□□□Chasing Perfection	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.									
<i>Target:</i> Creature touched <i>Caster Level:</i> 14									
□□□□□Cometfall	21	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text									
<i>Target:</i> 400-pound ball of rock and ice <i>Caster Level:</i> 14									
□□□□□Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14									
□□□□□Dinosaur Stampede	21	Reflex half	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.64
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].									
<i>Target:</i> 20-ft.-radius spread <i>Caster Level:</i> 14									
□□□□□Dispel Magic, Greater		None	Standard Action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> As dispel magic, but +20 on check.									
<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst <i>Caster Level:</i> 14									
□□□□□Drawing Down The Light	21	Will Negates	One Minute	Instantaneous	60 Feet	V, S, DF	No	Conjuration	EWB: null
<i>Effect:</i> Drawing Down The Light infuses the target creature with positive energy, granting it two positive levels 0. Sadly, the effect does fade [although it can be renewed] the caster - who must be able to channel positive energy - makes a normal turning damage [intensity] roll to determine the number of hours the effect lasts [an average roll may be assumed if desired]. If the recipient is level-drained it will remove the appropriate number of positive levels, although this will buffer the user against the level-draining effect.									
<i>Target:</i> One Creature <i>Caster Level:</i> 14									
□□□□□Drown	21	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: p.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.									
<i>Target:</i> One living creature									
□□□□□Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: p.80
<i>Effect:</i> Become immune to one energy type.									
<i>Target:</i> Creature touched <i>Caster Level:</i> 14									
□□□□□Enveloping Cocoon	21	Reflex negates	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.83
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.									
<i>Target:</i> Cocoon of force around one Large or smaller creature <i>Caster Level:</i> 14									
□□□□□Extract Water Elemental	21	Fortitude half	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation [Water]	SC: p.86
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.									
<i>Target:</i> One living creature <i>Caster Level:</i> 14									
□□□□□Find the Path	21	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
<i>Effect:</i> Shows most direct way to a location.									
<i>Target:</i> You or creature touched <i>Caster Level:</i> 14									
□□□□□Fire Seeds	21	None or Reflex half; see text	Standard Action	10 minutes/level or until used	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: p.230
<i>Effect:</i> Acorns and berries become grenades and bombs.									
<i>Target:</i> Up to four touched acorns or up to eight touched holly berries <i>Caster Level:</i> 14									
□□□□□Fires of Purity	21	See text	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: p.94
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.									
<i>Target:</i> Creature touched <i>Caster Level:</i> 14									
□□□□□Freeze	21	Reflex partial; see text	1 standard action	1 round/2 levels	Medium (240 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: p.99
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text									
<i>Target:</i> Ray <i>Caster Level:</i> 14									
□□□□□Hide the Path		None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: p.114
<i>Effect:</i> Protects area against divinations; see text									
<i>Target:</i> Up to 200 sq.ft./level [S] <i>Caster Level:</i> 14									
* =Domain/Speciality Spell									

Druid Spells

☐☐☐☐☐ Hungry Gizzard	21	Reflex negates	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.117
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid					<i>Target:</i> One medium or smaller creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Ice Flowers	21	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V,S	No	Transmutation [Cold]	SC: p.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 14	
☐☐☐☐☐ Ironwood		None	1 minute/lb. created	1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: p.246
<i>Effect:</i> Magic wood is strong as steel.					<i>Target:</i> An ironwood object weighing up to 5 lbs/level			<i>Caster Level:</i> 14	
☐☐☐☐☐ Liveoak		None	10 minutes	1 day/level [D]	Touch	V,S	No	Transmutation	PHB: p.248
<i>Effect:</i> Oak becomes treant guardian.					<i>Target:</i> Tree touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Miasma	21	Fortitude negates; see text	1 standard action	3 rounds/level	Close (60 ft.)	V,S,DF	Yes	Evocation	SC: p.141
<i>Effect:</i> Gas cloud suffocates target.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Move Earth		None	See text	Instantaneous	Long (960 ft.)	V,S,M	No	Transmutation [Earth]	PHB: p.257
<i>Effect:</i> Digs trenches and build hills.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]			<i>Caster Level:</i> 14	
☐☐☐☐☐ Owl's Wisdom, Mass	21	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐ Phantasmal Disorientation	21	Will negates; see text	1 standard action	1 minute/level [D]	Medium (240 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: p.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Repel Wood		None	Standard Action	1 minute/level [D]	60 ft.	V,S	No	Transmutation	PHB: p.271
<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you			<i>Caster Level:</i> 14	
☐☐☐☐☐ Resistance, Superior	21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Spellstaff	21	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: p.283
<i>Effect:</i> Stores one spell in wooden quarterstaff.					<i>Target:</i> Wooden quarterstaff touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Stonehold	21	See text	1 standard action	24 hours/level	Medium (240 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: p.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.					<i>Target:</i> One 10-ft. square/level			<i>Caster Level:</i> 14	
☐☐☐☐☐ Stone Tell		None	10 minutes	1 minute/level	Personal	V,S, DF	No	Divination	PHB: p.284
<i>Effect:</i> Talk to natural or worked stone.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Summon Greater Elemental		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: p.214
<i>Effect:</i> Summons a greater elemental [MM 96-100]; see text					<i>Target:</i> One summoned elemental			<i>Caster Level:</i> 14	
☐☐☐☐☐ Summon Nature's Ally VI		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐ Thunder Field	21	See text	1 standard action	1 round/level	Medium (240 ft.)	V,S	Yes	Evocation	PHB II: p.126
<i>Effect:</i> Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
☐☐☐☐☐ Tidal Surge	21	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Water]	SC: p.220
<i>Effect:</i> Creates a huge wave of water; see text.					<i>Target:</i> One creature or all creatures in a 20-ft.-radius burst			<i>Caster Level:</i> 14	
☐☐☐☐☐ Tortoise Shell		None	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.221
<i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Transport via Plants		None	Standard Action	1 round	Unlimited	V,S	No	Conjuration (Teleportation)	PHB: p.295
<i>Effect:</i> Move instantly from one plant to another of the same kind.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 14	
☐☐☐☐☐ Vigorous Circle	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐ Wall of Stone	21	See text	Standard Action	Instantaneous	Medium (240 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: p.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Laelia 'Katlyn' Kavanagh

Sunrise Elf

RACE

132

AGE

Female

GENDER

Darkvision (60 ft.), Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 0"

HEIGHT

101 lbs.

WEIGHT

Hazel

EYE COLOUR

Dark tones

SKIN COLOUR

Brunette,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Biography:

Spell Points - L10 Druid = 96 [Base Wis 17 = 12; Bonus 3x9 =27; L2 = 3; L3 = 5; L4 = 5; L5 = 6; L6 = 6; L7 = 7; L8 = 7; L9 = 8; L10 =10]

; Mindspeech [+3 to buy full ability]

Notes:

Character Sheet Notes: