

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
*Shimmer Mail		+4		+0	0
This mail is as light as normal clothing. It has no armor chec	k penalty,	max De	x bonus	, or arc	ane failure, but
has a +4 armor b	onus.				

Character: Filia Player: Bekah M

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
Longbow (Strength/Bonded)	Equipped	1	3.0	75.0		
0 lbs.						
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.						
Shimmer Mail	Equipped	1	0.0	0.0		
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.						
Longsword	Carried	1	4.0	15.0		
TOTAL WEIGHT CARRIED/VA	LUE		7 lbs.	90.0 gp		

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

## LANGUAGES Common

Special Attacks Bonded Weapon [Drew]

Bonded Weapon has a +2 to Hit and Damage, Alarm on the Weapon, Sunder damage redirected to self

Warcraft [Eclipse, p.10] +2 BAB

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

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

## **Special Qualities**

Death and Dying Disabled 0 HP till -2, Dying -3 and Dead -15

Armor Proficiency (Light) [Eclipse, p.49]

Proficient with Light Armors

Charms and Talismans [dhg\_tpe] You own 0 charms & 1 talismans

Wealth Level / 06 Wealthy [dhg\_tpe, p.187]

You're filthy rich. You can afford hundreds of servants, field a private army, live in a palace or castle, and have a notable spellcaster on call. Similar benefits apply to those supported by dukes, minor kings, major organizations, and to those who loot the treasures of ancient empires.

Wealth Level Perk / Armor/Shields [dhg\_tpe, p.187]

Treat armor as one category lighter for movement and special ability purposes. This applies to shields as far as proficiencies go. Add a +2 Wealth AC bonus to shields and armor and improve the Armor Check Penalty (if any) by 2.

Wealth Level Perk / Legal Privileges [dhg\_tpe, p.187]

At this point you're virtually above the law; having the resources to fund private armies tends to have that effect. Those with grievances usually resort to outlaw tactics or even larger armies.

Wealth Level Perk / Magical Items

[dhg\_tpe, p.187] Seven charms and three talismans.

Wealth Level Perk / Skill Bonuses

Wealth Level Perk / Mounts, Pets, and Familiars [dhg\_tpe, p.187]

Mounts gain 2d4 levels of Magical Beast, +1d3 to each attribute, and +5' to Move. Pets and Familiars gain 1d4 levels of Magical Beast, +1d2 to each attribute, and +5'

Wealth Level Perk / Recognition [dhq tpe, p.187]

Anyone at this level of wealth will be widely known, influential in the community and often "on call." With power comes authority - and a great deal of responsibility unless the character opts to become a hermit.

Wealth Level Perk / Retainers [dhg\_tpe, p.187]

You often have a hedge wizard or minor priest, a sage or scholar (if desired), some bodyguards and agents, and an assortment of craftsmen and ordinary employees numbering up to the hundreds at this level. Standard d20, you may have a dozen wizards

+2 nameless bonus to Diplomacy, Gather Information, and Intimidate, thanks to the use of cash and high-quality gear. Masterwork tools and reference material (for knowledge-based skills) is presumed wherever it is useful.

Wealth Level Perk / Training [dhg\_tpe, p.187]

Superb. You gain +2 SP and +1 HP per level gained while this template applies, and a +2 to any single attribute (total, not per level).

Wealth Level Perk / Weapons [dhg\_tpe, p.187]

Your weaponry gains +2 built-in Wealth bonuses. It may be made of adamantine, silver, or of exotic materials as desired. Wealth bonuses stack with magical enhancement

Weapon Proficiency (All Simple and Martial [Eclipse, p.49] Weapons)

Grants Proficiency with all simple and martial weapons.

Recurring Bonuses	
Duties (To Artemis)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]

+2 CP towards Skills per level. [+10 total Skill Points Granted]

Restrictions (Must remain chaste) [Eclipse, p.17] You have specified restrictions. Gain 1 CP per level per restriction. [+2 total CP].

DISADVANTAGES History [Eclipse, p.19] You have a written history for the GM. Outcast (Agents of Divine are set apart) [Eclipse, p.19] You are outcast. Valuable [Eclipse, p.20] You have value to others

Spell Caster Information

Spell Points [Eclipse] Ranger [Eclipse, p.11]

Ranger Level 1, Casterlevel is 0

[Eclipse]

## **Eclipse Abilities**

Character Points Total [Eclipse]

Character Points Total 100, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 4 CP, Restrictions adds 2 CP, HD 8 deducts 8 CP

Adept (Deception, Martial Arts ~ Dex Based, [Eclipse, p.24] Perception, Survival)

Choose four related skills that only cost 1/2 a Character Point for each skill rank.

Far Shot [Eclipse, p.52] (6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon

ranges by x2. This may be taken multiple times Fast Learner /Specialized in Skills [Eclipsell] +2 SP/Level (6 CP). [Granted 10]

Grant of Aid / Specialized (requires several hours) [Eclipsell]

[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.

Immunity / Aging (uncommon/minor/minor, 2 CP). They can expect to live for several centuries

Innate Enchantment [Eclipse, p.34]

adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 9000 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

Innate Enchantment / purchase additional (2x) [Eclipse, p.34]

For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 2000]

Innate Enchantment / Force Shield [Eclipse]

[At Will] As Shield Spell, grants +2 Shield AC. Innate Enchantment / Skill Mastery/+2 to all

[Eclipse] Wisdom-Linked Skills

+2 Competence bonus to Wisdom Skills.

without much of any signs of aging.

Innate Enchantment / Disguise Self [Eclipse]

(2000 GP) You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Innate Enchantment / Enhanced Attribute (+2 [Eclipse]

[At Will] Grants +2 Enhancement Bonus to Strength

Innate Enchantment / Martial Mastery (Longbow)

+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific

weapon).

Track (Wilderness) [Eclipse, p.47]

(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel

[dhg\_tpe, p.187]

## Martial Arts

## Martial Arts Basic / Attack

[Eclipse, p.81]

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

## Martial Arts Basic / Defenses

[Eclipse, p.81]

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

## Martial Arts Basic / Synergy (Perception)

[Eclipse, p.81]

You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.

## Martial Arts Advanced / Instant Stand

[Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor.

### Martial Arts Advanced / Mind Like Moon

[Eclipse, 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.

#### Feats

### Point Blank Shot

[Is This It, p.98]

+1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

## Precise Shot

[Is This It, p.98]

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

## **PROFICIENCIES**

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

## **TEMPLATES**

# Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	_	1	_	_	_

## LEVEL 1

		LEVEL	1			
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Accelerated Movement	DC: 14, N/A	1 swift action	1 round/level [D]	Personal	S,M	SC: p.7
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: You can move at your normal speed while using Ba	lance, Climb or Move Silently.	Standard Action	3 hours/level [D]	Close (25 ft )	V,S,F/DF	PHB: p.197
Alarm			2 hours/level [D]	Close (35 ft.)		FПБ. р. 197
School: Abjuration Effect: Wards an area for 2 hours/level.	SR: No	Target: 20-ftradius e	manation centered on a point in space		Caster Level: 4	
Animal Messenger	DC: 14, None; see text	Standard Action	1 day/level	Close (35 ft.)	V,S,M	PHB: p.198
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One Tiny anim	*	()	Caster Level: 4	
Effect: Sends a Tiny animal to a specific place.	Sr. Tes	rarget. One tilly allill	idi		Caster Level. 4	
Arrow Mind	DC: 14, N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	SC: p.15
School: Divination	SR: N/A	Target: You	.,		Caster Level: 4	,
Effect: Threaten adjacent squares and may make AoO. Yo		rarget. Tou			Oddici Level. 4	
Aspect of the Wolf	DC: 14, N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	SC: p.16
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: You assume the physical appearance and many of	the qualities of a wolf.					
□□□□□ Blades of Fire		1 swift action	1 round	Touch	V	SC: p.31
School: Conjuration (Creation) [Fire]	SR: No	Target: Up to two mel	ee weapons you are wielding		Caster Level: 4	
Effect: Adds 1d8 fire damage to your held weapons.						
□□□□ Bloodhound	DC: 14, N/A	1 standard action	24 hours [D]	Personal	V,S	SC: p.34
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Grants second check when tracking on a failed rolle		A star back and a	41	D	W0	00 . 00
□□□□□ Branch to Branch	DC: 14, N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.38
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: Gain +10 competence bonus on Climb checks made	e in trees, also allows for brachiation.  DC: 14, Will negates; see text	Standard Action	1 minute/level	Close (35 ft.)	V,S	PHB: p.207
Calm Animals				01036 (00 II.)		1 110. p.201
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: Animals within	30 π. of each other		Caster Level: 4	
Effect: Calms 2d4 + 1/level HD of animals.  Camouflage	DC: 14, N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.43
School: Transmutation	SR: N/A				Caster Level: 4	
Effect: Gain +10 circumstance bonus on Hide checks.	GA. IV/A	Target: You			Caster Level: 4	
Charm Animal	DC: 14, Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	PHB: p.208
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level: 4	•
Effect: Makes one animal your friend.		. argon One animal			_uo.o. Lovor. 4	
Claws of the Bear	DC: 14, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: Your hands become natural weapons that deal 1d8		. 5				
Climb Walls	DC: 14, Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	SC: p.47
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 4	
Effect: Gain +10 enhancement bonus on climb check. Bonu						
□□□□ Crabwalk		1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
School: Transmutation [Cold]	SR: No	Target: Creature touch	ned		Caster Level: 4	
Effect: When the subject charges, it gains +4 to attack roll a						
□□□□ Dawn	DC: 14, Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
School: Abjuration	SR: Yes [harmless]	Target: All creatures v	rithin a 15-ftradius burst centered on you		Caster Level: 4	
Effect: Awakens sleeping creatures and those knocked out		4 Secret Pater of Pater	4 10 1	D	W	00 . 01
Deep Breath	DC: 14, N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
School: Conjuration (Creation) [Air]	SR: N/A	Target: You			Caster Level: 4	
Effect: Your lungs are constantly filled with air for the durat	DC: 14, Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
Delay Poison	- · · · · · · · · · · · · · · · · · · ·			Touch		F110. p.217
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 1 hour/level.	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 4	
Detect Animals or Plants		Standard Action	Concentration, up to 10 minutes/level [D]	Long (560 ft.)	V,S	PHB: p.218
School: Divination	SR: No	Target: Cone-shaped			Caster Level: 4	
Effect: Detects kinds of animals or plants.	Or 1. 140	rarget. Cone-snaped	omanadon		Odolei Level. 4	
Errott. Dototo kindo or dimindio or pianto.						
DDDDDDetect Favored Enemy		1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	SC: p.64
Detect Favored Enemy	S.R.· No.	1 standard action	Concentration, up to 10 minutes/level [D]		V,S,DF	SC: p.64
Detect Favored Enemy School: Divination Effect: Reveals favored enemies.	SR: No		Concentration, up to 10 minutes/level [D] emanating from you to the extreme of the ra	ange	V,S,DF Caster Level: 4	SC: p.64
School: Divination	SR: No					SC: p.64 PHB: p.219
School: Divination Effect: Reveals favored enemies.	SR: No	Target: Quarter circle Standard Action	emanating from you to the extreme of the ra	ange	Caster Level: 4	
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.		Target: Quarter circle Standard Action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube	ange Close (35 ft.)	Caster Level: 4  V,S  Caster Level: 4	PHB: p.219
School: Divination Effect: Reveals favored enemies.  Detect Poison School: Divination		Target: Quarter circle Standard Action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube	Close (35 ft.)	Caster Level: 4 V,S	
School: Divination  Effect: Reveals favored enemies.  Construction Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination		Target: Quarter circle Standard Action Target: One creature,	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D]	ange Close (35 ft.)	Caster Level: 4  V,S  Caster Level: 4	PHB: p.219
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.	SR: No	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation	Close (35 ft.) 60 ft.	Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4	PHB: p.219 PHB: p.220
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Dipplication  Chool: Divination  Effect: Reveals natural or primitive traps.	SR: No	Target: Quarter circle Standard Action Target: One creature, Standard Action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D]	ange Close (35 ft.)	V,S Caster Level: 4 V,S V,S	PHB: p.219
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.	SR: No SR: Yes	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation	Close (35 ft.) 60 ft.	Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4	PHB: p.219 PHB: p.220
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Detect Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.	SR: No  SR: Yes and increases track DC by 5 for any pursurers.	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et	emanating from you to the extreme of the rainstantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation  1 hour/level [D] manation centered on you	Close (35 ft.)  60 ft.	Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D]	Close (35 ft.) 60 ft.	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S	PHB: p.219 PHB: p.220
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Chool: Transmutation	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A  SR: N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D]	Close (35 ft.)  60 ft.	Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4  V,S  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: The caster pains an animal's sensory and skills, low	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius ei 1 standard action Target: You 2e. +2 spot and listen ci	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation  1 hour/level [D] manation centered on you  10 minutes/level [D] necks.	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V,S  Caster Level: 4  V  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79
School: Divination Effect: Reveals favored enemies.  Detect Poison School: Divination Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination Effect: Reveals natural or primitive traps.  DETECT: Reveals natural or primitive traps.  Easy Trail School: Abjuration Effect: Removes movement penalties through dense brush Effect: Removes movement penalties through dense brush Effect: The caster gains an animal's sensory and skills, low	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius en 1 standard action Target: You 2e. +2 spot and listen ci Standard Action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation  1 hour/level [D] manation centered on you  10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.	Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V  V,S	PHB: p.219  PHB: p.220  SC: p.76
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Transmutation  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Abjuration	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius ei 1 standard action Target: You 2e. +2 spot and listen ci	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation  1 hour/level [D] manation centered on you  10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V,S  Caster Level: 4  V  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius en 1 standard action Target: You 2e. +2 spot and listen ci Standard Action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation  1 hour/level [D] manation centered on you  10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V.S  Caster Level: 4  V  Caster Level: 4  V  V,S	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Enrage Animal	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless) SR: Yes (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You be. +2 spot and listen of Standard Action Target: Creature touch 1 standard action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless) SR: Yes (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius ei 1 standard action Target: You 2e. +2 spot and listen cl Standard Action Target: Creature toucl	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: The case of pains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Chool: Abjuration  Effect: Exist comfortably in hot or cold environments.  Chool: Compulsion) [Mind-Affecting]  Effect: Grants +4 morale bonus to Str., Con, Will Saves & -2	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless) SR: Yes (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You be. +2 spot and listen of Standard Action Target: Creature touch 1 standard action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours	Close (35 ft.)  60 ft.  40 ft.  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226
School: Divination  Effect: Reveals favored enemies.  Detect Poison School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Chool: Transmutation  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal.	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature toucl 1 standard action Target: One animal Standard Action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours need Concentration +1 round/level 1 minute/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius ei 1 standard action Target: You 2e. +2 spot and listen ci Standard Action Target: Creature toucl 1 standard action Target: One animal	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours need Concentration +1 round/level 1 minute/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)	Caster Level: 4  V,S  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81
School: Divination  Effect: Reveals favored enemies.  Detect Poison School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Easy Trail School: Abjuration  Effect: Removes movement penalties through dense brush  Embrace the Wild School: Transmutation  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str. Con, Will Saves & -2  Entangle School: Transmutation	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature toucl 1 standard action Target: One animal Standard Action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours need Concentration +1 round/level 1 minute/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)	Caster Level: 4  V,S  Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81
School: Divination  Effect: Reveals favored enemies.  Detect Poison School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Effect: Transmutation  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2  Cabool: Transmutation  Effect: Plants entangle  School: Transmutation  Effect: Plants entangle everyone in 40-ft-radius circle.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A  SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless)  SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text  SR: No	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius er 1 standard action Target: You De: +2 spot and listen of Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40-	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)	Caster Level: 4 V,S Caster Level: 4 Caster Level: 4 Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Erants +4 morale bonus to Str, Con, Will Saves & -2  Chool: Transmutation  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2  Chool: Transmutation  Effect: Plants entangle  School: Transmutation  Effect: Plants entangle everyone in 40-ftradius circle.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A  SR: N/A  SR: N/A  SR: N/A  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes  2 penalty to AC to affected animal. DC: 14, Reflex partial; see text  SR: NO  DC: 14, N/A  SR: N/A  bonus for anything less than total cover.	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen ct Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)	Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,DF Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist at a morale bonus to Str, Con, Will Saves & -:  Effect: Plants entangle  School: Transmutation  Effect: Plants entangle everyone in 40-ftradius circle.  Calcillosided Shot  School: Divination	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No  DC: 14, N/A SR: N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen ct Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Cy Caster Level: 4 V,S DF Caster Level: 4 V,DF	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants 44 morale bonus to Str., Con, Will Saves & -:  Effect: Grants 44 morale bonus to Str., Con, Will Saves & -:  Cliffect: Noransmutation  Effect: No range increment penalties and target denied AC  Climan Guided Shot  School: Transmutation  Effect: No range increment penalties and target denied AC  Climan Hawkeye  School: Transmutation	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius en 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread 1 round	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)	Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V.S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,DF Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Detect Reveals natural or primitive traps.  Easy Trail  School: Abjuration  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: Exemoves movement penalties through dense brush  Effect: Exemoves movement penalties through dense brush  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str. Con, Will Saves & -:  Effect: Plants entangle  School: Enchantment (Compulsion) [Mind-Affecting]  Effect: Plants entangle everyone in 40-ftradius circle.  Grand Guided Shot  School: Divination  Effect: No range increment penalties and target denied AC  Grand Guided Shot  School: Transmutation  Effect: Increases range increment by 50% and +5 competer	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes 2 penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A nce bonus on Spot checks.	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard action Target: Plants in a 40- 1 swift action Target: You 1 standard action Target: You 1 standard Action Target: You 1 standard action Target: You	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread 1 round  10 minutes/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,DF Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108  SC: p.110
School: Divination  Effect: Reveals favored enemies.  Detect Poison School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: Emasuration  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2  Chool: Transmutation  Effect: Plants entangle everyone in 40-ftradius circle.  Divination  Effect: No range increment penalties and target denied AC  Chool: Transmutation  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC  Effect: No range increment penalties and target denied AC	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: NA Light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes Penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A more bonus on Spot checks. DC: 14, N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius en 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You 1 standard action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread 1 round	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,DF Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V,DF Caster Level: 4 V Caster Level: 4 V,S,M	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Heave were movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str., Con, Will Saves &  Company of the control of the control of the cold of the	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A  SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless)  SR: Yes (harmless)  SR: Yes Penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No  DC: 14, N/A  SR: N/A  SR: N/A  SR: N/A  DC: 14, N/A  SR: N/A	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen ct Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You 1 standard action Target: You	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned Concentration +1 round/level 1 minute/level [D] ftradius spread 1 round 10 minutes/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,DF Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V Caster Level: 4 V Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108  SC: p.110
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes (penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No  DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince when using Conjuration [Healing] spells. Can and the contraction of the contraction	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard Action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You 1 standard action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours need Concentration +1 round/level 1 minute/level [D] ftradius spread 1 round 10 minutes/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)  Personal  Personal	Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S, DF Caster Level: 4  V,DF Caster Level: 4  V Caster Level: 4  V Caster Level: 4  V Caster Level: 4  V Caster Level: 4  Caster Level: 4  Caster Level: 4  Caster Level: 4  V.S,M Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108  SC: p.110  SC: p.110
School: Divination  Effect: Reveals favored enemies.  Detect Poison School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits School: Divination  Effect: Reveals natural or primitive traps.  Easy Trail School: Abjuration  Effect: Removes movement penalties through dense brush  Embrace the Wild School: Transmutation  Effect: Reaster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.  Effect: Transmutation  Effect: Grants +4 morale bonus to Str. Con, Will Saves & -:  Chool: Enchantment (Compulsion) [Mind-Affecting]  Effect: Plants entangle School: Transmutation  Effect: Plants entangle everyone in 40-ftradius circle.  Dining Guided Shot  School: Transmutation  Effect: No range increment penalties and target denied AC  Dining Guided Shot  School: Transmutation  Effect: Increases range increment by 50% and +5 compete  Chool: Divination  Effect: Increases range increment by 50% and +5 compete  Effect: How caster with Heal ranks to remove other ailmed	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choid DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (permiss)  C: 14, Will negates than total cover. DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A Ince bonus on Spot checks. DC: 14, N/A SR: N/A Ints when using Conjuration [Healing] spells. Can and DC: 14, Will negates (harmless)	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You 1 standard action	emanating from you to the extreme of the re Instantaneous one object, or a 5-ft. cube  Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned  Concentration +1 round/level  1 minute/level [D] ftradius spread 1 round  10 minutes/level [D]  10 minutes/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)  Personal	Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S Caster Level: 4 V,S,DF Caster Level: 4 V,DF Caster Level: 4 V,S,DF Caster Level: 4 V,S,DF Caster Level: 4 V,S,M Caster Level: 4 S,DF	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108  SC: p.110
School: Divination  Effect: Reveals favored enemies.  Detect Poison  School: Divination  Effect: Detects poison in one creature or small object.  Detect Snares and Pits  School: Divination  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps.  Effect: Removes movement penalties through dense brush  Effect: Removes movement penalties through dense brush  Effect: The caster gains an animal's sensory and skills, low  Effect: The caster gains an animal's sensory and skills, low  Effect: Exist comfortably in hot or cold environments.	SR: No  SR: Yes and increases track DC by 5 for any pursurers. DC: 14, N/A SR: N/A -light vision and Scent or Blindsense 30' your choi DC: 14, Will negates (harmless) SR: Yes (harmless)  SR: Yes (penalty to AC to affected animal. DC: 14, Reflex partial; see text SR: No  DC: 14, N/A SR: N/A bonus for anything less than total cover. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince bonus on Spot checks. DC: 14, N/A SR: N/A ince when using Conjuration [Healing] spells. Can and the contraction of the contraction	Target: Quarter circle Standard Action Target: One creature, Standard Action Target: Cone-shaped 1 standard action Target: 40-ft. radius et 1 standard action Target: You 2e. +2 spot and listen of Standard Action Target: Creature touch 1 standard Action Target: One animal Standard Action Target: Plants in a 40- 1 swift action Target: You 1 standard action	emanating from you to the extreme of the re- Instantaneous one object, or a 5-ft. cube Concentration, up to 10 minutes/level [D] emanation 1 hour/level [D] manation centered on you 10 minutes/level [D] necks. 24 hours ned Concentration +1 round/level 1 minute/level [D] ftradius spread 1 round 10 minutes/level [D] 10 minutes/level [D]	Close (35 ft.)  60 ft.  40 ft.  Personal  Touch  Medium (140 ft.)  Long (560 ft.)  Personal  Personal	Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S Caster Level: 4  V,S, DF Caster Level: 4  V,DF Caster Level: 4  V Caster Level: 4  V Caster Level: 4  V Caster Level: 4  V Caster Level: 4  Caster Level: 4  Caster Level: 4  Caster Level: 4  V.S,M Caster Level: 4	PHB: p.219  PHB: p.220  SC: p.76  SC: p.79  PHB: p.226  SC: p.81  PHB: p.227  SC: p.108  SC: p.110  SC: p.110

# Ranger Spells

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Effect: Animals can't perceive 1 subject/level.	DC: 44 Fastituda manatas, ana taut	4 -4	40	Tarrah	VCM	00: - 440
□□□□□ Horrible Taste	DC: 14, Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.116
School: Transmutation	SR: No	Target: Creature or of	bject touched		Caster Level: 4	
Effect: Animals must save after biting or refuse to bite the s		A store to a book of	4 1	D	0	00 . 447
□□□□□ Hunter's Mercy	DC: 14, N/A	1 standard action	1 round	Personal	S	SC: p.117
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: Your next bow attack automatically hits and threater						
□□□□□ Instant Search	DC: 14, N/A	1 swift action	1 round	Personal	V,S	SC: p.124
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: You can make one Search check in this round as a	ree action. You gain a +2 insight bonus on the che					
□□□□□Jump	DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.246
School: Transmutation	SR: Yes	Target: Creature touc	hed		Caster Level: 4	
Effect: Subject gets bonus on Jump checks.	ort. 103	rarget. Orcature touc	neu		Oddier Ecver. 4	
	DC: 14, N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	SC: p.131
□□□□□Lay of the Land			mstantaneous	i Cisoliai		00. p. 101
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Learn area of 50 miles radius; see text	DO 44 N/A	4 . 10	4 1	D	V	00 . 100
□□□□ Lightfoot	DC: 14, N/A	1 swift	1 round	Personal	V	SC: p.132
School: Transmutation	SR: N/A	Target: You			Caster Level: 4	
Effect: You don't provoke attacks of opportunity when movi	ng.					
□□□□□Linked Perception	DC: 14, Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Is This : p.117
School: Divination	SR: Yes (harmless)	Target: 20-ft,-radius e	manation centered on you		Caster Level: 4	
Effect: All allies get a shared awareness. +2 bonus on Spot						
Living Prints	DC: 14, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.134
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: You perceive tracks as if they had just been made.	Sr. NA	rarget. Tou			Caster Level. 4	
		1 round	Instantaneous	40 miles	V	Race Des:
Locate City		Tround	mstantaneous	40 IIIICS	•	p.166
School: Divination	SR: No	Target: 40 miles radiu	is circle, centered on you		Caster Level: 4	
Effect: Sense the distance of your nearest community of mi						
□□□□ Longstrider		Standard Action	1 hour/level [D]	Personal	V,S,M	PHB: p.249
School: Transmutation	SR: No	Target: You			Caster Level: 4	
Effect: Increases your speed.	50	rargot. Tou			Castor Lover. 4	
	DC: 14, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	SC: p.134
Low-light Vision						
School: Transmutation	SR: Yes [harmless]	Target: Creature touc	nea		Caster Level: 4	
Effect: Target gains low-light vision.	DC: 44 Will parties (feet)	Chanda I A	4 minute //accel	Taurah	VC DE	DLID: - 050
□□□□□ Magic Fang	DC: 14, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.250
School: Transmutation	SR: Yes (harmless)	Target: Living creature	e touched		Caster Level: 4	
Effect: One natural weapon of subject creature gets +1 on a						
□□□□□ Marked Object	DC: 14, N/A	1 minute	24 hours/level	Personal	V,S,F	SC: p.139
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Track owner of item with +10 Search and Survival; s		·g ·				
□□□□ Naturewatch		1 standard action	10 minutes/level	30 ft.	S	SC: p.146
	SR: No					
School: Necromancy		Target: Cone-shaped	emanation		Caster Level: 4	
Effect: Same as deathwatch but only functions on plants ar	DC: 14, N/A	1 round	Instantaneous	Personal	V,F	SC: p.149
□□□□□Omen of Peril	·		Installatieous	reisonai		30. p. 149
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Brief supplication gives you a vision that hints at how						
□□□□□ Pass without Trace	DC: 14, Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	PHB: p.259
School: Transmutation	SR: Yes (harmless)	Target: 1 creature/lev	el touched		Caster Level: 4	
Effect A of the Affect the control of the Affect to the Af		-				
Effect: 1 subject/level leaves no tracks.						
	DC: 14, N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.166
□□□□□ Ram's Might			1 minute/level	Personal		SC: p.166
Ram's Might School: Transmutation	SR: N/A	1 standard action  Target: You	1 minute/level	Personal	V,S Caster Level: 4	SC: p.166
Chool: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan	SR: N/A nage, and you are considered armed.	Target: You			Caster Level: 4	
Chool: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan  Rapid Burrowing	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless]	Target: You 1 standard action	10 minutes/level	Personal	Caster Level: 4 V,S,DF	SC: p.166
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation	SR: N/A nage, and you are considered armed.	Target: You	10 minutes/level		Caster Level: 4	
Chool: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan  Chool: Transmutation  Chool: Transmutation  Effect: Improves existing burrow speed by 20 ft.	SR: N/A hage, and you are considered armed. DC: 14, Fortitude negates [harmless]	Target: You  1 standard action  Target: Creature touc	10 minutes/level hed	Touch	Caster Level: 4  V,S,DF  Caster Level: 4	SC: p.166
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]	Target: You  1 standard action  Target: Creature touc  Standard Action	10 minutes/level		Caster Level: 4 V,S,DF Caster Level: 4 V,S,F	
Chool: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan  Chool: Transmutation  Chool: Transmutation  Effect: Improves existing burrow speed by 20 ft.	SR: N/A hage, and you are considered armed. DC: 14, Fortitude negates [harmless]	Target: You  1 standard action  Target: Creature touc	10 minutes/level hed	Touch	Caster Level: 4  V,S,DF  Caster Level: 4	SC: p.166
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless] SR: No	Target: You  1 standard action Target: Creature touc Standard Action Target: You	10 minutes/level hed 10 minutes/level	Touch Personal	Caster Level: 4  V,S,DF  Caster Level: 4  V,S,F  Caster Level: 4	SC: p.166 PHB: p.269
Chool: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan  Rapid Burrowing  School: Transmutation  Effect: Improves existing burrow speed by 20 ft.  Read Magic  School: Divination	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]	Target: You  1 standard action  Target: Creature touc  Standard Action	10 minutes/level hed	Touch	Caster Level: 4 V,S,DF Caster Level: 4 V,S,F	SC: p.166
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless] SR: No DC: 14, Will negates	Target: You  1 standard action Target: Creature touc Standard Action Target: You 1 standard action	10 minutes/level 10 minutes/level 10 minutes/level	Touch Personal	Caster Level: 4  V,S,DF  Caster Level: 4  V,S,F  Caster Level: 4	SC: p.166 PHB: p.269
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc	10 minutes/level 10 minutes/level 10 minutes/level	Touch Personal	Caster Level: 4  V,S,DF Caster Level: 4  V,S,F Caster Level: 4  V,S,M	SC: p.166 PHB: p.269
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Rapid Burrowing School: Transmutation Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc	10 minutes/level 10 minutes/level 10 minutes/level	Touch Personal	Caster Level: 4  V,S,DF Caster Level: 4  V,S,F Caster Level: 4  V,S,M	SC: p.166 PHB: p.269
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Effect: Read scrolls and spellbooks. Effect: Read scrolls and spellbooks. Endoy: Transmutation Effect: Hides the scent of the affected creature or removes Effect: Resist Energy	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes DC: 14, Fortitude negates (harmless)	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc gliodytes. Standard Action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level	Touch Personal Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.F  Caster Level: 4  V.S.M  Caster Level: 4  V.S.,DF	SC: p.166  PHB: p.269  SC: p.173
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration	SR: N/A hage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless)	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes.	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level	Touch Personal Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type.	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level	Touch Personal Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S. DF Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Bonores first 10 points of damage/attack from specifical pages.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc aglodytes. Standard Action Target: Creature touc 1 standard action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 11 minutes/level hed 11 round/level	Touch Personal Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S. DF Caster Level: 4 V.S.DF	SC: p.166  PHB: p.269  SC: p.173
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Rides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes DC: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 11 minutes/level hed 11 round/level	Touch Personal Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S. DF Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Rapid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Reffect: Hides the scent of the affected creature or removes Reffect: Read scrolls and spellbooks. Reffect: Hides the scent of the affected creature or removes Reffect: Hides the scent of the affected creature or removes Reffect: Repair to Points of damage/attack from specification Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment tr	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ad energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level	Touch Personal Touch Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S. DF Caster Level: 4 V.S.DF Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specification: Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmit in the plane's Rush	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] sR: Yes [harmless] alts; see text. DC: 14, N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc glodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 11 minutes/level hed 11 round/level	Touch Personal Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272
Ram's Might School: Transmutation  Effect: Your hands harden +2 bonus to Str, inflict lethal dan  Rapid Burrowing School: Transmutation  Effect: Improves existing burrow speed by 20 ft.  Read Magic School: Divination  Effect: Read scrolls and spellbooks.  Remove Scent School: Transmutation  Effect: Hides the scent of the affected creature or removes.  Resist Energy School: Abjuration  Effect: Grants limited protection from a plane's alignment transmutation  Effect: Grants limited protection from a plane's alignment transmutation  Effect: Grants limited protection from a plane's alignment transmutation  Effect: Grants limited protection from a plane's alignment transmutation  Effect: Grants limited protection from a plane's alignment transmutation  Effect: Grants Immited protection from a plane's alignment transmutation  Effect: Grants Immited protection from a plane's alignment transmutation	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes CD: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] alts; see text. DC: 14, N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level	Touch Personal Touch Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.F Caster Level: 4 V.S.M Caster Level: 4 V.S. DF Caster Level: 4 V.S.DF Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repaid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Repaid School: Transmutation Effect: Ignores first 10 points of damage/attack from specified Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment to Reschool: Transmutation Effect: Suppose School: Rush School: Transmutation Effect: Suppose Schape attack deals double damage of firs Effect: Subject's charge attack deals double damage of firs	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes CD: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] alts; see text. DC: 14, N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc oglodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round/level	Touch Personal Touch Touch Personal	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.CASTER Level: 4  V.S.CASTER Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes. Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Transmutation Effect: Transmutation Effect: School: Transmutation Effect: Subjuration Effect: Subjucts charge attack deals double damage of firs	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) ad energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) aits; see text. DC: 14, N/A SR: N/A attack.	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc 1 standard action Target: You 1 swift action Target: You 1 standard action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round	Touch Personal Touch Touch	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.M	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Gnores first 10 points of damage/attack from specification: Global School: Abjuration Effect: Grants limited protection from a plane's alignment to Chool: Abjuration Effect: Grants limited protection from a plane's alignment to Chool: Transmutation Effect: Subject's charge attack deals double damage of firs Rochool: Transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes CD: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] alts; see text. DC: 14, N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc oglodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round	Touch Personal Touch Touch Personal	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.CASTER Level: 4  V.S.CASTER Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes. Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Transmutation Effect: Transmutation Effect: School: Transmutation Effect: Subjuration Effect: Subjucts charge attack deals double damage of firs	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes CC: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A a attack.  SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc algodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You 1 standard action Target: You 1 standard action Target: You	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level	Touch Personal Touch Touch Personal Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Gnores first 10 points of damage/attack from specification: Global School: Abjuration Effect: Grants limited protection from a plane's alignment to Chool: Abjuration Effect: Grants limited protection from a plane's alignment to Chool: Transmutation Effect: Subject's charge attack deals double damage of firs Rochool: Transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) ad energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) aits; see text. DC: 14, N/A SR: N/A attack.	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc splodytes. Standard Action Target: Creature touc 1 standard action Target: You 1 swift action Target: You 1 standard action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round	Touch Personal Touch Touch Personal	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.M	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes. Resist Energy School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Grants limited protection from a plane's alignment transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Bestows Scent ability with all the same powers.	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes CC: 14, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A a attack.  SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc algodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You 1 standard action Target: You 1 standard action Target: You	10 minutes/level hed 10 minutes/level  10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 minutes/level	Touch Personal Touch Touch Personal Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Remove Scent of the affected creature or removes Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specified and Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Subject's charge attack deals double damage of firs Reflect: School: Transmutation Effect: Sestows Scent ability with all the same powers. Smell of Fear	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ad energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc standard Action Target: Creature touc standard Action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 minutes/level	Touch Personal Touch Touch Personal Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Grants limited protection from a plane's alignment to Reffect: Grants limited protection from a plane's alignment to Reffect: Subject's charge attack deals double damage of firs School: Transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Bestows Scent ability with all the same powers. Reffect: Bestows Scent ability with all the same powers. Reffect: Bestows Transmutation Effect: Bestows Transmutation	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tro DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ad energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc standard Action Target: Creature touc standard Action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 minutes/level	Touch Personal Touch Touch Personal Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repaid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes. Resist Energy School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Grants limited protection from a plane's alignment transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Bestows Scent ability with all the same powers. Reflect: Bestows Scent ability with all the same powers. Reflect: Bestows target with an aroma that attracts predatory School: Transmutation Effect: Bestow target with an aroma that attracts predatory	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes (harmless) sR: Yes (harmless) set energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] set ext. DC: 14, N/A SR: N/A a attack.  SR: Yes [harmless] DC: 14, Will negates [sarmless] SR: Yes [harmless] stis; see text. DC: 14, N/A SR: N/A a attack.  SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc algolodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 swift action Target: Creature touc 1 standard action	10 minutes/level hed 10 minutes/level  10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 minutes/level hed els [max +3].	Touch Personal Touch Touch Personal Touch Touch	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S. DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S. Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes. Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Grants limited protection from a plane's alignment transmutation Effect: Bestows Scent ability with all the same powers. Refect: Bestows Scent ability with all the same powers. Refect: Bestows Scent ability with all the same powers. Refect: Bestows Scent apel of Fear School: Transmutation Effect: Bestows Scent apel with an aroma that attracts predatory Rehool: Divination Effect: Bostow Inject's Shot School: Divination	SR: N/A lage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tre DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates SR: Yes animals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc oglodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You  1 standard action Target: Creature touc 1 standard action Target: Teature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Standard action Target: Creature touc 1 standard action Target: Standard action Target: Standard action Target: Standard action Target: You	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 minutes/level hed 1 minutes/level hed 1 minutes/level hed les [max +3].	Touch Personal Touch Touch Personal Touch Touch	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S. DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S. Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4  V.S.M  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Gnores first 10 points of damage/attack from specification. Resist Planar Alignment School: Abjuration Effect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reschool: Transmutation Effect: Subject's charge attack deals double damage of firs Reschool: Transmutation Effect: Bestows Scent ability with all the same powers. Refect: Bestows Scent ability with all the same powers. Refect: Bestow arget with an aroma that attracts predatory Riflect: Bestow arget with an aroma that attracts predatory Riflect: Bestow arget with an aroma that attracts predatory Riflect: Bestow arget with an aroma that attracts predatory Riflect: Subject's Charget with an aroma that attracts predatory Riflect: Subject's Charget with an aroma that attracts predatory Riflect: Subject's Charget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory Riflect: Restow arget with an aroma that attracts predatory	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes [harmless] SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] als; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless] DC: 14, Will negates [harmless] SR: Yes [harmless] and the type. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless] DC: 14, Will negates SR: Yes animals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A SR: N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc gliodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You  1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: Upt three caster lev 1 swift action Target: You 1 standard action	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 round 10 minutes/level hed 1 minute/level hed 1 minute/level hed 1 minute/level hed 1 minute/level hed can sneak attack as the class ability.	Touch Personal Touch Touch Touch Touch Personal Touch Touch	Caster Level: 4  V,S,DF Caster Level: 4  V,S,M Caster Level: 4  V,S,DF Caster Level: 4  V,S,DF Caster Level: 4  V,S,DF Caster Level: 4  V,S Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193  SC: p.194
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Gnores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment to Reffect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Subject's charge attack deals double damage of firs Chool: Transmutation Effect: Bestows Scent ability with all the same powers. Chool: Transmutation Effect: Bestows target with an aroma that attracts predatory Chool: Divination Effect: Subjuration Eff	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: No  DC: 14, Will negates SR: Yes Charmless (harmless) SR: Yes (harmless) SR: Yes (harmless) ed energy lype. DC: 14, Will negates [harmless] SR: Yes [harmless] sits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates [harmless] SR: Yes [harmless] sits; see text. DC: 14, N/A SR: N/A	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc slightly tesses Standard Action Target: Creature touc slightly tesses 1 standard action Target: Creature touc swift action Target: You  1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action	10 minutes/level hed 10 minutes/level  10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 round can sneak attack as the class ability. 1 hour/level [D]	Touch Personal Touch Touch Personal Touch Touch	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S. DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S. Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Reflect: Your hands harden +2 bonus to Str, inflict lethal dan Reflect: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Read scrolls and spellbooks. Remove Scent School: Abjuration Effect: Resist Energy School: Abjuration Effect: Ignores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Subject's charge attack deals double damage of firs Reflect: Subject's charge attack deals double damage of firs School: Transmutation Effect: Bestows Scent ability with all the same powers. School: Transmutation Effect: Sestow arget with an aroma that attracts predatory School: Divination Effect: Vour ranged attacks made before the start of your n School: Transmutation Effect: Subjects charge attacks made before the start of your n	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tre DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless] DC: 14, Will negates SR: Yes amimals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A ext turn can be a sneak attacks regardless of the or DC: 14, Will negates [harmless] SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc gliodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You  1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: Upt three caster lev 1 swift action Target: You 1 standard action	10 minutes/level hed 10 minutes/level  10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 round can sneak attack as the class ability. 1 hour/level [D]	Touch Personal Touch Touch Touch Touch Personal Touch Touch	Caster Level: 4  V,S,DF Caster Level: 4  V,S,M Caster Level: 4  V,S,DF Caster Level: 4  V,S,DF Caster Level: 4  V,S,DF Caster Level: 4  V,S Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193  SC: p.194
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Reproves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Genes first 10 points of damage/attack from specification. Resist Planar Alignment School: Abjuration Effect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge attack deals double damage of firs Reffect: Subject's charge with all the same powers. Reffect: Subject's charge with an aroma that attracts predatory Reffect: Subject's Shot School: Transmutation Effect: Your ranged attacks made before the start of your n Reffect: Speed increases by 10 ft. and no Balance checks on	SR: N/A nage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes DC: 14, Will negates SR: Yes potent affects from creatures such as ghasts or tre DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes [harmless] aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless] DC: 14, Will negates SR: Yes amimals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A ext turn can be a sneak attacks regardless of the or DC: 14, Will negates [harmless] SR: Yes [harmless]	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc oglodytes. Standard Action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: You 1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: Output 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 11 minutes/level hed 1 round 12 minutes/level hed 1 minutes/level hed 1 minutes/level hed 1 minutes/level hed 1 minutes/level hed hed 1 minutes/level	Touch Personal Touch Touch Touch Touch Personal Touch Touch Touch	Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.DF Caster Level: 4  V.S.M Caster Level: 4  V.S.Caster Level: 4  V.S.M Caster Level: 4  V.S.Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193  SC: p.194
Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Remove Scent School: Transmutation Effect: Hides the scent of the affected creature or removes Resist Energy School: Abjuration Effect: Gnores first 10 points of damage/attack from specification. Resist Planar Alignment School: Abjuration Effect: Grants limited protection from a plane's alignment transmutation Effect: Subject's charge attack deals double damage of firs Resident: School: Transmutation Effect: Subject's charge attack deals double damage of firs Reschool: Transmutation Effect: Bestows Scent ability with all the same powers. Refect: Bestow target with an aroma that attracts predatory Reflect: Bestow target with an aroma that attracts predatory Reflect: Subject's charge attacks made before the start of your neffect: Vour ranged attacks made before the start of your neffect: Subject increases by 10 ft. and no Balance checks or processing the start of the start of pour neffect: Speed increases by 10 ft. and no Balance checks or processing the start of the start of pour neffect: Speed increases by 10 ft. and no Balance checks or processing the start of the start of pour neffect: Speed increases by 10 ft. and no Balance checks or processing the start of the s	SR: N/A lage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes potent affects from creatures such as ghasts or tre DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates SR: Yes animals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A ext turn can be a sneak attacks regardless of the or DC: 14, Will negates [harmless] SR: Yes [harmless] R: Yes [harmless] R: Yes [harmless] Reflex required to walk on snow.	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc glodytes. Standard Action Target: Creature touc standard action Target: Creature touc swift action Target: You  1 standard action Target: Creature touc 1 swift action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: Creature touc 1 swift action Target: Creature touc Standard Action Target: Creature touc Standard Action	10 minutes/level hed 10 minutes/level  10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 round can sneak attack as the class ability. 1 hour/level [D]	Touch Personal Touch Touch Touch Touch Personal Touch Touch	Caster Level: 4 V.S.DF Caster Level: 4 V.S.M Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.DF Caster Level: 4 V.S.M Caster Level: 4 V.S.Caster Level: 4 V.S.M Caster Level: 4 V.S.Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193  SC: p.194
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Ram's Might School: Transmutation Effect: Your hands harden +2 bonus to Str, inflict lethal dan Repid Burrowing School: Transmutation Effect: Improves existing burrow speed by 20 ft. Read Magic School: Divination Effect: Read scrolls and spellbooks. Reflect: Resist Energy School: Transmutation Effect: Ignores first 10 points of damage/attack from specifi Resist Planar Alignment School: Abjuration Effect: Read scroll strong a plane's alignment tr. Reflect: Resist Imited protection from a plane's alignment tr. Reflect: Resist Imited protection from a plane's alignment tr. Reflect: Resist Imited protection from a plane's alignment tr. Reflect: Resist Imited protection from a plane's alignment tr. Reflect: Resist Imited protection from a plane's alignment tr. Reflect: Bestows Scent ability with all the same powers. Reflect: Bestows Scent ability with all the same powers. Reflect: Bestows Scent ability with all the same powers. Reflect: Bestows Scent ability with all the same powers. Reflect: Bestow special propers of the start of your number of the start of your numbe	SR: N/A lage, and you are considered armed. DC: 14, Fortitude negates [harmless] SR: Yes [harmless]  SR: Yes [harmless]  SR: Yes potent affects from creatures such as ghasts or tre DC: 14, Fortitude negates (harmless) SR: Yes (harmless) ed energy type. DC: 14, Will negates [harmless] SR: Yes (harmless) aits; see text. DC: 14, N/A SR: N/A attack.  SR: Yes [harmless]  DC: 14, Will negates SR: Yes animals that prefer to attack the target with +1 bor DC: 14, N/A SR: N/A ext turn can be a sneak attacks regardless of the or DC: 14, Will negates [harmless] SR: Yes [harmless] R: Yes [harmless] R: Yes [harmless] Reflex required to walk on snow.	Target: You  1 standard action Target: Creature touc Standard Action Target: You  1 standard action Target: Creature touc oglodytes. Standard Action Target: Creature touc oglodytes. Standard action Target: Creature touc 1 swift action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc Standard Action Target: You Standard Action Target: You	10 minutes/level hed 10 minutes/level 10 minutes/level hed 10 minutes/level hed 1 round/level hed 1 round 10 minutes/level hed 1 round can sneak attack as the class ability. 1 hour/level [D] hed 1 minute/level	Touch Personal Touch Touch Touch Touch Touch Touch Touch Touch Personal Touch Personal	Caster Level: 4  V.S.DF  Caster Level: 4  V.S.M  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.DF  Caster Level: 4  V.S.  Caster Level: 4  V.S.M  Caster Level: 4  V.S.  Caster Level: 4	SC: p.166  PHB: p.269  SC: p.173  PHB: p.272  SC: p.174  SC: p.176  SC: p.180  SC: p.193  SC: p.194  PHB: p.281
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## Ranger Spells

Effect: Move through difficult terrain at full speed. G	ain +2 Climb checks.					
□□□□□ Towering Oak	DC: 14, N/A	1 swift action	1 round/level	Personal	V,S	SC: p.221
School: Illusion (Glamer)	SR: N/A	Target: You			Caster Level: 4	
Effect: Gain +10 competence bonus on Intimidation	checks and +2 Str bonus.					
□□□□□ Traveler's Mount	DC: 14, Will negates	1 standard action	1 hour/level	Touch	V,S	SC: p.223
School: Transmutation	SR: Yes	Target: Animal or m	agical beast touched		Caster Level: 4	
Effect: +10 feet enhancement bonus to speed but ca	annot attack during the duration of the spell.					
□□□□□ Vine Strike	DC: 14, N/A	1 swift action	1 round	Personal	V,DF	SC: p.230
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Allows sneak attacks against plants if you alr	eady have the ability.					
□□□□□ Wings of the Sea	DC: 14, Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240
School: Transmutation	SR: Yes [harmless]	Target: Creature tou	iched		Caster Level: 4	
Effect: Increases creatures swim speed by 30 ft.						

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