

20

*Chain Shirt

Light

+4 +4 -2

EQUIPM	IENT			
ITEM	LOCATION	QTY	WT	COST
Chain Shirt	Equipped	1	25.0	100.0
Quarterstaff (Darkwood)	Equipped	1	2.0	640.0
10hp/inch and 5 hardness				
TOTAL WEIGHT CARRIED/	VALUE		27 lbs.	740.0 gp

WEIGHT ALLOWANCE							
Light	33	Medium	66	Heavy	100		
Lift over head	100	Lift off ground	200	Push / Drag	500		

Special Attacks

Warcraft

+2 BAB

LANGUAGES Auran, Common, Draconic, Druidic, Elven

[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Human Skill Bonus	[MM]
Humans gain 1 extra skill point per level.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (GM)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	

DISADVANTAGES	
Hallucinations, Flashbacks, and Visions (Kali is plagued by nightmares of her family's death when she sleeps. Survivor's guilt.)	[Eclipse, p.19]
You have visions or flashbacks.	
Inept (Charisma) You have a -2 to selected group of skills.	[Eclipse, p.19]
Secret (Kali's clan was hunted by other races who viewed their innate connection to the gods badly. As the last one, she is highly inclined to not tell anyone,	[Eclipse, p.19]

Spell Caster Information	
Spell Points	[Eclipse]
Druid	[Eclipse, p.11]
Druid Level 5, Casterlevel is 5	

as it may cause her to become hunted again.)

You have a secret.

Eclipse Abilities

Character Points Total

Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 6 deducts 6 CP

Augmented Magic (+1 caster level for electricity-based spells)

[Eclipse, p.25]

[Eclipse]

[Eclipse]

+1 bonus on an aspect (usually Caster Level or damage per die) of a specific type of spell or under particular circumstances.

Augmented Magic ~ +1 Caster Level to Electricity

Based Spells

+1 Caster Level for Electricity based Spells

Augmented Magic ~ +1 to Damage Die for Electricity [Eclipse] Based Spells

[Not Calculated] Grants an additional die of damage for Electiricity based spells

Additional Natual Magic Form [Eclipse, p.36] Reality Editing [Eclipse, p.36]

You may spend Mana to add details to the setting the GM has described. A minor detail consistent with the setting (say, a convenient tapestry or chandelier in the castle hall) costs 1-3 Mana. Notable, but plausible, additions (say a weak link in the chains or a handy display of weapons on a castle wall) cost 3-5. Major, unlikely additions (a handy secret passage in your palace, a rescue party showing up two days early) cost 5-10 if the GM opts to allow them at all. Reality editing is always subject to GM approval. GM's who are quick-thinking and extremely flexible may opt to allow Grandiose additions. Be warned; even at a cost of 9-15 Mana this has the

Resilience [Eclipse, p.36]

effect of turning over much of the plot and mood of the game to the players.

You may spend Mana to counteract or buy off attribute drains or damage at a 1 to ratio, level drains at 2 Mana per level drained, and to resist mindaffecting powers at 2/3/4/6 Mana for effects of levels 0- 3/4-6/7-8/9. This is especially popular in Martial Arts based games (see page 80).

Spirit Weapon / Ranged (Electrical) [Eclipse, p.55]

(9 CP). With Spirit Weapon, the character may manifest a personal-use weapor which does subdual or lethal damage. The character picks either subdual or physical not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0

Spirit Weapon / Exotic Appearance

[Eclipse, p.55] (+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires such as "Bolts of Black Lighting" rather than a short bow

Timeless Body [Eclipse, p.46]

(3 CP). You no longer age, do not suffer aging penalties (although benefits still accrue), and will not die naturally until reaching your maximum racial lifespan. Cosmetic aging may or may not continue at the option of the user. Most characters simply look the same for the rest of their lives, but sages and ancient kung-fu masters are notorious for looking fantastically aged. Timeless Body is free in games based around hacking monsters to bits each week with little-to no downtime.

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Create Water		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.215
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 2 gallon	s/level of water		Caster Level: 5	
Effect: Creates 2 gallons/level of pure water.	O/1. 140	rarget. Op to 2 gallon	S/ICVCI OI WAICI		Oddier Level. o	
	DC: 14, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Cure Minor Wounds	DC. 14, Will Hall (Harrilless), see text	Statiuatu Action	instantaneous	TOUCH	v,3	FIB. p.210
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touc	hed		Caster Level: 5	
Effect: Cures 1 point of damage.						
□□□□ Dawn	DC: 14, Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
						•
School: Abjuration	SR: Yes [harmless]	larget: All creatures v	vithin a 15-ftradius burst centered on you		Caster Level: 5	
Effect: Awakens sleeping creatures and those knocked out	from nonlethal damage [but staggered].					
Dubuu Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 5	
Effect: Detects spells and magic items within 60 ft.	071.140	rarget. Conc snaped	Cinanation		Oddici Lovoi. o	
, ,		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
Detect Poison				01030 (00 11.)		111b. p.215
School: Divination	SR: No	Target: One creature,	one object, or a 5-ft. cube		Caster Level: 5	
Effect: Detects poison in one creature or small object.						
□□□□□ Flare	DC: 14, Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232
School: Evocation [Light]	SR: Yes	Target: Burst of light			Caster Level: 5	
	JN. 165	rarger. Durst or light			Caster Level. 3	
Effect: Dazzles one creature [-1 on attack rolls].	DO 44 MCII	Otro de la Auria	A selection of Problems I	T	V 0	DUD . OOO
□□□□□ Guidance	DC: 14, Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
School: Divination	SR: Yes	Target: Creature touc	hed		Caster Level: 5	
Effect: +1 on one attack roll, saving throw, or skill check.						
□□□□ Know Direction		Standard Action	Instantaneous	Personal	V,S	PHB: p.246
			motantanoodo	r oroonar		
School: Divination	SR: No	Target: You			Caster Level: 5	
Effect: You discern north.						
Light		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
School: Evocation [Light]	SR: No	Target: Object touche			Caster Level: 5	
	on. NU	rarger. Object touche	u		Caster Level: 5	
Effect: Object shines like a torch.	DO: 44 Will nametes (family and to a)	Ctondend Author	lestestes es	10.4	V.C	DUD 050
□□□□ Mending	DC: 14, Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level: 5	
Effect: Makes minor repairs on an object.	,					
		1 standard action	10 minutes/level	30 ft.	S	SC: p.146
LILL Naturewatch						20. p 10
School: Necromancy	SR: No	Target: Cone-shaped	emanation		Caster Level: 5	
Effect: Same as deathwatch but only functions on plants ar						
□□□□□ Purify Food and Drink	DC: 14, Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
School: Transmutation			of contaminated food and water		Caster Level: 5	
	SR: Yes (object)	rarget. i cu. it./ievel.	or contaminated rood and water		Caster Level: 5	
Effect: Purifies 1 cu. ft./level of food or water.						BUB 444
□□□□□ Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
School: Divination	SR: No	Target: You			Caster Level: 5	
Effect: Read scrolls and spellbooks.						
	DC: 14, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
□□□□□ Resistance				Todon		111b. p.272
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level: 5	
Effect: You imbue the subject with magical energy that prot	ects it from harm, granting it a +1 resistance bonu	s on saves. Resistance	can be made permanent with a permanenc	y spell. Arcane Materia	I - Component A miniat	ure cloak.
□□□□ Virtue	DC: 14, Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298
		T			Cantan Lavali 5	
School: Transmutation	SR: Yes (harmless)	Target: Creature touc	nea		Caster Level: 5	
Effect: Subject gains 1 temporary hp.						
		1 =\/=1	4			
		LEVEL	1			
Namo	Sava Information			Pango	Comp	Source
Name	Save Information	Time	Duration	Range	Comp.	Source SO: p.13
Name	Save Information			Range Close (35 ft.)	Comp. V,S,M	Source SC: p.12
	Save Information SR: No	Time	Duration Concentration, up to 1 round/level [D]			
Animate Fire		Time 1 round	Duration Concentration, up to 1 round/level [D]		V,S,M	
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.		Time 1 round	Duration Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]		V,S,M Caster Level: 5 V,S,M	
□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□□Animate Water School: Transmutation [Water]		Time 1 round Target: One Small fire	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M Caster Level: 5	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental.	SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side	Close (35 ft.) Close (35 ft.)	V,S,M Caster Level: 5 V,S,M Caster Level: 5	SC: p.12
□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□□Animate Water School: Transmutation [Water]	SR: No	Time 1 round Target: One Small fire 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M Caster Level: 5 V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental.	SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D]	Close (35 ft.) Close (35 ft.)	V,S,M Caster Level: 5 V,S,M Caster Level: 5 V,S,M	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation	<i>SR</i> : No <i>SR</i> : No <i>SR</i> : No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side	Close (35 ft.) Close (35 ft.)	V,S,M Caster Level: 5 V,S,M Caster Level: 5	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation [Water] Effect: Create a small water elemental. Chool: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.) Close (35 ft.) Touch	V,S,M Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No ate. DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D]	Close (35 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.) Close (35 ft.) Touch	V,S,M Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.) Close (35 ft.) Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object	Close (35 ft.) Close (35 ft.) Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V,S.M Caster Level: 5 V,S.M Caster Level: 5 V,S.M/DF Caster Level: 5 V,S.M/DF Caster Level: 5 V,S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration Effect: Animates a Wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration	SR: No SR: No ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A SR: NA the qualities of a wolf. DC: 15, N/A SR: N/A actinguishes flames; see text.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration Effect: Animates a Wooden object to attack who you design Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the Colonic Abjuration	SR: No SR: No ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V,S.M Caster Level: 5 V,S.M Caster Level: 5 V,S.M/DF Caster Level: 5 V,S.M/DF Caster Level: 5 V,S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A SR: N/A Coxtinguishes flames; see text. DC: 15, Fortitude negates [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Chool: Transmutation Effect: You assume the physical appearance and many of the Chool: Animate Against Flame School: Abjuration Effect: Protects against first 10 points of fire damage, it also Effect: Protects against First 10 points of fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of Fire damage, it also Effect: Transmutation Effect: Protects against First 10 points of Fire damage, it also Effect: Transmutation	SR: No SR: No ate. DC: 15, N/A SR: N/A DC: 15, N/A DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Woof School: Transmutation Effect: You assume the physical appearance and many of the control of the Wolf School: Transmutation Effect: Protects against first 10 points of fire damage, it also Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you, inflicting 1d8 damage to an Effect: Layer of slime coats you.	SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tou	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed upon.	Close (35 ft.) Close (35 ft.) Touch Personal Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A o extinguishes flames; see text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] yg creature hitting you with unarmed strikes, a tour DC: 15, N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc thattack or natural wee 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18
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Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A BR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ty creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc thattack or natural wee 1 Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed upon.	Close (35 ft.) Close (35 ft.) Touch Personal Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
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Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you design Chool: Transmutation Effect: You assume the physical appearance and many of the Chool: Abjuration Effect: Protects against first 10 points of fire damage, it also Chool: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an Chool: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat Change your hands into claws.	SR: No SR: No ate. DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tou DC: 15, N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch that tack of natural wee 1 Standard Action Target: You 1 standard Action Target: You 1 standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed lepon. 1 hour/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wea 1 Standard Action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed lepon. 1 hour/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V,S.M Caster Level: 5 V,S.M/DF Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed appon. 1 hour/level 1 minute/level hed	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 Caster Level: 5 Caster Level: 6	SC: p.12 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch that tack of natural wee 1 Standard Action Target: You 1 standard Action Target: You 1 standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed lepon. 1 hour/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A BR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] 4. trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wear 1 standard action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch attack or natural wear 1 standard Action Target: Creature touch standard Action Target: Creature touch standard action Target: Creature touch standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed upon. 1 hour/level 1 minute/level hed linstantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/ Caster Level: 5 V.S.DF Caster Level: 6 V.S.M,XP	SC: p.12 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 standard Action Target: You 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed upon. 1 hour/level 1 minute/level hed linstantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.DF Caster Level: 6	SC: p.12 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ty creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A Irange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Irange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/Caster Level: 6 V.S.M.XP Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A BR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] 4. trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wear 1 standard action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch attack or natural wear 1 standard Action Target: Creature touch standard Action Target: Creature touch standard action Target: Creature touch standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level hed upon. 1 hour/level 1 minute/level hed linstantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/ Caster Level: 5 V.S.DF Caster Level: 6 V.S.M,XP	SC: p.12 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ty creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A Irange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Irange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/Caster Level: 6 V.S.M.XP Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. Animate Water School: Transmutation [Water] Effect: Create a small water elemental. Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design Animates a wooden object to attack who you	SR: No SR: No ate. DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tour DC: 15, Fortitude negates [harmless] SR: Yes [harmless] sR: N/A trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard Action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/Caster Level: 5 V.S.DF Caster Level: 6 V.S.M.XP Caster Level: 5 V.S.M.XP Caster Level: 5 V.S.M.XP	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tour DC: 15, Fortitude negates [harmless] SR: Yes [harmless] sR: N/A trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: You	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed hed Instantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] po creature hitting you with unarmed strikes, a tou DC: 15, N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/ Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,SDF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.25 SC: p.25 SC: p.25
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] ny creature hitting you with unarmed strikes, a tour DC: 15, Fortitude negates [harmless] SR: Yes [harmless] sR: N/A trange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed hed Instantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] po creature hitting you with unarmed strikes, a tou DC: 15, N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Wou 1 standard action Target: You 1 standard action Target: Wou 1 standard action Target: Wist spreads in	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lpon. 1 hour/level lnstantaneous t 1 hour/level [D] 1 minute/level hed lnstantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Personal Touch Touch Touch Touch Touch Medium (150 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/C Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 Caster Level: 5 Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] po creature hitting you with unarmed strikes, a tou DC: 15, N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc attack or natural wea 1 Standard Action Target: You 1 standard action Target: Tiny Construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed apon. 1 hour/level Instantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Touch	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/ Caster Level: 5 V.S.M/ Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,XP Caster Level: 5 V.S.M,SDF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] yo creature hitting you with unarmed strikes, a tou DC: 15, N/A SR: N/A Larange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A SR: N/A Larange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] 4 enhancement to Str. SR: No DC: 15, N/A SR: N/A 2 in trees, also allows for brachiation. SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Medium (150 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 S.DF Caster Level: 5 S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□Animate Water School: Transmutation [Water] Effect: Create a small water elemental. □□□□Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design □□□□Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Abjuration Effect: Protects against first 10 points of fire damage, it also □□□□□Babau Slime School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Superiority Effect: Subject continues to fight even at -1 to -9 and gains □□□□□Beastland Ferocity School: Conjuration (Creation) Effect: Creates a natural homunculus. □□□□□Branch to Branch School: Transmutation Effect: Creates a natural homunculus. □□□□□Branch to Branch School: Transmutation Effect: Cot of saves vs. poison or disease increases by 2 □□□□□Broyant Lifting School: Evocation	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] po creature hitting you with unarmed strikes, a tou DC: 15, N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] +4 enhancement to Str. SR: No DC: 15, N/A SR: N/A in trees, also allows for brachiation.	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lpon. 1 hour/level lnstantaneous t 1 hour/level [D] 1 minute/level hed lnstantaneous t 1 hour/level [D]	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Medium (150 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/C Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 Caster Level: 5 Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□ Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Create a small water elemental. □□□□ Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design □□□□□ Aspect of the Wolf School: Transmutation Effect: Vou assume the physical appearance and many of the school: Abjuration Effect: Protects against Flame School: Abjuration Effect: Protects against first 10 points of fire damage, it also □□□□□ Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change	SR: No SR: No ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: No DC: 15, N/A SR: No DC: 15, N/A SR: N/A In trees, also allows for brachiation. SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch 1 standard action Target: Mistandard action Target: Mist spreads if 1 immediate action Target: Mist spreads if 1 immediate action Target: One willing on	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] rup to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level 1 minute/level [D] 1 minute/level [D] 1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Medium (150 ft.) Close (35 ft.) 20 ft. apart	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 S.DF Caster Level: 5 S.DF Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
□□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□Animate Water School: Transmutation [Water] Effect: Create a small water elemental. □□□□Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design □□□□Aspect of the Wolf School: Transmutation Effect: You assume the physical appearance and many of the school: Abjuration Effect: Protects against first 10 points of fire damage, it also □□□□□Babau Slime School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Transmutation Effect: Change your hands into claws. Damage 1d4; Threaten Deschool: Superiority Effect: Subject continues to fight even at -1 to -9 and gains □□□□□Beastland Ferocity School: Conjuration (Creation) Effect: Creates a natural homunculus. □□□□□Branch to Branch School: Transmutation Effect: Creates a natural homunculus. □□□□□Branch to Branch School: Transmutation Effect: Cot of saves vs. poison or disease increases by 2 □□□□□Broyant Lifting School: Evocation	SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] yo creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A Larange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A SR: N/A Larange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] 4 enhancement to Str. SR: No DC: 15, N/A SR: N/A 2 in trees, also allows for brachiation. SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Would standard action Target: Mist spreads is 1 immediate action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level in a 40-ft. radius, 20 ft. high 1 minute/level [D]; see text	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Touch Medium (150 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 S.DF Caster Level: 5 S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39
□□□□□ Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□ Animate Water School: Transmutation [Water] Effect: Create a small water elemental. □□□□ Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design □□□□□ Aspect of the Wolf School: Transmutation Effect: Vou assume the physical appearance and many of the school: Abjuration Effect: Protects against Flame School: Abjuration Effect: Protects against first 10 points of fire damage, it also □□□□□ Babau Slime School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Layer of slime coats you, inflicting 1d8 damage to an effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change your hands into claws. Damage 1d4; Thread effect: Change	SR: No SR: No ate. DC: 15, N/A SR: N/A be qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: No DC: 15, N/A SR: No DC: 15, N/A SR: N/A In trees, also allows for brachiation. SR: No SR: No	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: You 1 standard action Target: Creature touch 1 standard action Target: Mistandard action Target: Mist spreads if 1 immediate action Target: Mist spreads if 1 immediate action Target: One willing on	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than.	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Medium (150 ft.) Close (35 ft.) 20 ft. apart	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 S.DF Caster Level: 5 S.DF Caster Level: 5	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
□□□□□Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental. □□□□Animate Water School: Transmutation [Water] Effect: Create a small water elemental. □□□□Animate Wood School: Transmutation Effect: Animates a wooden object to attack who you design □□□□Aspect of the Wolf School: Transmutation Effect: Protects against first 10 points of fire damage, it also □□□□Babau Slime School: Transmutation Effect: Protects against first 10 points of fire damage, it also □□□□Babau Slime School: Transmutation Effect: Protects against first 10 points of fire damage to an □□□□Babau Slime School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threa □□□□Beast Claws School: Transmutation Effect: Subject continues to fight even at -1 to -9 and gains □□□□Beast Claws School: Transmutation Effect: Creates a natural homunculus. □□□□Branch to Branch School: Transmutation Effect: Creates a natural homunculus. □□□□Branch to Branch School: Transmutation Effect: Creates a natural homunculus. □□□□Brath of the Jungle School: Transmutation Effect: Travel to the surface at 60 ft/round. □□□□Broyant Lifting School: Evocation Effect: Travel to the surface at 60 ft/round.	SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A o extinguishes flames; see text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] NC: Yes [harmless] SR: N/A Tange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No DC: 15, N/A SR: No DC: 15, N/A SR: No DC: 15, N/A SR: N/A sin trees, also allows for brachiation. SR: No DC: 15, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than.	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Medium (150 ft.) Close (35 ft.) 20 ft. apart	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No ate. DC: 15, N/A SR: N/A he qualities of a wolf. DC: 15, N/A SR: N/A o extinguishes flames; see text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] NC: Yes [harmless] SR: N/A Tange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No DC: 15, N/A SR: No DC: 15, N/A SR: No DC: 15, N/A SR: N/A sin trees, also allows for brachiation. SR: No DC: 15, Will negates; see text	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Creature touch 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 round/level 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level hed lnstantaneous t 1 hour/level [D] 1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than.	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Medium (150 ft.) Close (35 ft.) 20 ft. apart	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A Be qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A SR: N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No DC: 15, N/A SR: No DC: 15, W/A SR: No DC: 15, W/A SR: N/A SR: N/A SR: N/A SR: N/A DC: 15, W/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: Animals withir 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] rup to 5 ft on a side Concentration, up to 1 round/level [D] smaller wooden object 10 minutes/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level [D] 1 minute/level [D] 1 minute/level [D] 1 minute/level [D]; see text seature/level, no two of which are more than 1 minute/level 1 minute/level	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M, XP Caster Level: 6 V.S.M, XP Caster Level: 5 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A the qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] sy creature hitting you with unarmed strikes, a tour DC: 15, N/A SR: N/A Lange 19-20. See text. DC: 15, Fortitude negates [harmless] SR: Yes [harmless] sR: N/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural weat 1 Standard Action Target: Tiny Construct 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: One willing on Standard Action Target: Animals within 1 standard action Target: Animals within	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] mailer wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level Instantaneous t 1 hour/level [D] 1 minute/level hed Instantaneous t 1 minute/level [D] 1 minute/level [D] 1 minute/level [D] 1 minute/level [D]; see text eature/level, no two of which are more than 1 minute/level a 30 ft. of each other 10 minutes/level	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207
Animate Fire School: Transmutation [Fire] Effect: Create a small fire elemental.	SR: No SR: No SR: No ate. DC: 15, N/A SR: N/A Be qualities of a wolf. DC: 15, N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: N/A SR: N/A SR: N/A DC: 15, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No DC: 15, N/A SR: No DC: 15, W/A SR: No DC: 15, W/A SR: N/A SR: N/A SR: N/A SR: N/A DC: 15, W/A SR: N/A	Time 1 round Target: One Small fire 1 round Target: Cube of water 1 round Target: Cube of water 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touch attack or natural wee 1 Standard Action Target: Tiny Construct 1 standard action Target: Tiny Construct 1 standard action Target: Mist spreads it 1 immediate action Target: One willing on Standard Action Target: Animals withir 1 standard action	Duration Concentration, up to 1 round/level [D] Concentration, up to 1 round/level [D] up to 5 ft on a side Concentration, up to 1 round/level [D] mailer wooden object 10 minutes/level 1 round/level 1 minute/level hed appon. 1 hour/level Instantaneous t 1 hour/level [D] 1 minute/level hed Instantaneous t 1 minute/level, no two of which are more than 1 minute/level, no two of which are more than 1 minute/level a 30 ft. of each other	Close (35 ft.) Close (35 ft.) Touch Personal Touch Personal Touch Touch Close (35 ft.) Close (35 ft.) Close (35 ft.) Close (35 ft.)	V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M, XP Caster Level: 6 V.S.M, XP Caster Level: 5 V.S.DF	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38 SC: p.39 SC: p.40 PHB: p.207

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Effect: Gain +10 circumstance bonus on Hide checks.	DO: 45 Will manatas	Ctenderd Astins	4 hours/loved	Close (35 ft.)	V.C	DLID: - 200
Charm Animal	DC: 15, Will negates	Standard Action	1 hour/level	Close (35 It.)	V,S	PHB: p.208
School: Enchantment (Charm) [Mind-Affecting] Effect: Makes one animal your friend.	SR: Yes	Target: One animal			Caster Level: 5	
Claws of the Bear	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Effect: Your hands become natural weapons that deal 1d8						
□□□□□ Climb Walls	DC: 15, 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	hed		Caster Level: 5	
Effect: Gain +10 enhancement bonus on climb check. Bonu	us increases to +20 @5th level and +30 @9th leve	l. 1 round	10 minutes/level [D]	Long (600 ft.)	V,S	SC: p.49
Cloudburst	00 N		* *	Long (600 it.)		3C. p.49
School: Evocation (Water) Effect: Heavy rain reduces visibility4 Spot & Search.	SR: No	Target: 100-ftradius	emanation		Caster Level: 5	
Cold Fire	DC: 15, No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or	Close (35 ft.)	V,S,DF	SC: p.50
			Instantaneous [creature]			
School: Transmutation [Cold]	SR: Yes [creature]	Target: One fire source	e [up to a 20-ft. cube] or one creature; see t	text	Caster Level: 5	
Effect: Flames deal cold damage; see text		1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
School: Transmutation [Cold]	SR: No	Target: Creature touch		100011	Caster Level: 5	CC. p.00
Effect: When the subject charges, it gains +4 to attack roll a		rarger. Creature touch	neu .		Caster Level. 3	
Cure Light Wounds	DC: 15, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touch	hed		Caster Level: 5	
Effect: Cures 1d8 +1/level [max +5] damage.						
□□□□□ Deep Breath	DC: 15, N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
School: Conjuration (Creation) [Air]	SR: N/A	Target: You			Caster Level: 5	
Effect: Your lungs are constantly filled with air for the durati	ion of the spell. DC: 15, Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: n.63
Delay Disease		1 standard action		i Outil		SC: p.63
School: Conjuration (Healing) Effect: Halts any nonmagical disease for the duration of the	SR: Yes [harmless]	Target: Creature touch	nea		Caster Level: 5	
Detect Animals or Plants	p	Standard Action	Concentration, up to 10 minutes/level [D]	Long (600 ft.)	V,S	PHB: p.218
School: Divination	SR: No	Target: Cone-shaped			Caster Level: 5	
Effect: Detects kinds of animals or plants.		out on a peu				
Detect Snares and Pits		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	PHB: p.220
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 5	
Effect: Reveals natural or primitive traps.	DO 45 WEIL	01-1-1-1-1	041	T	¥2	DIID
□□□□□ Endure Elements	DC: 15, Will negates (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
School: Abjuration	SR: Yes (harmless)	Target: Creature touch	hed		Caster Level: 5	
Effect: Exist comfortably in hot or cold environments.		1 standard action	Concentration +1 round/level	Medium (150 ft.)	V,S	SC: n.81
Enrage Animal	SR: Yes		Concentration + Fround/level	MEGIUM (100 IL.)	V,S Caster Level: 5	SC: p.81
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2		Target: One animal			Caster Level: 5	
Entangle	DC: 15, Reflex partial; see text	Standard Action	1 minute/level [D]	Long (600 ft.)	V,S, DF	PHB: p.227
School: Transmutation	SR: No	Target: Plants in a 40-	-ftradius spread		Caster Level: 5	
Effect: Plants entangle everyone in 40-ftradius circle.						
□□□□□ Faerie Fire		Standard Action	1 minute/level [D]	Long (600 ft.)	V,S, DF	PHB: p.229
School: Evocation [Light]	SR: Yes		l objects within a 5-ftradius burst		Caster Level: 5	
Effect: A pale glow surrounds and outlines the subjects. Ou normally], blur, displacement, invisibility, or similar effects.	Itlined subjects shed light as candles. Outlined cre	atures do not benefit fro	om the concealment normally provided by de	arkness [though a 2nd-l	level or higher magical	darkness effect functions
casting. The faerie fire does not cause any harm to the obje	ects or creatures thus outlined.	nacaa or aank awciiing	oreatures valuerable to light. The facile life	can be blue, green, or	violet, according to you	r choice at the time of
		1 standard action	1 round/level	Close (35 ft.)	V,M	SC: p.99
□□□□□ Foundation of Stone		i standard detion	1 Tourid/ICVCI	Close (55 It.)	* ,	30. p.33
School: Transmutation [Earth]	SR: Yes [harmless]		level, no two of which are more than 30 ft. a		Caster Level: 5	30. p.99
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and		Target: One creature/	level, no two of which are more than 30 ft. a	part	Caster Level: 5	
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry	d +4 to Str against bull rush.	Target: One creature/ Standard Action	level, no two of which are more than 30 ft. a		Caster Level: 5 V,S, DF	PHB: p.237
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation		Target: One creature/	level, no two of which are more than 30 ft. a	part	Caster Level: 5	
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	d +4 to Str against bull rush. SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr	level, no two of which are more than 30 ft. a 1 day/level ies touched	Touch	Caster Level: 5 V,S, DF	PHB: p.237
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	d +4 to Str against bull rush. SR: Yes DC: 15, N/A	Target: One creature/ Standard Action Target: 2d4 fresh bern 1 standard action	level, no two of which are more than 30 ft. a	part	Caster Level: 5 V,S, DF Caster Level: 5 V	
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation	d +4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A	Target: One creature/ Standard Action Target: 2d4 fresh berr	level, no two of which are more than 30 ft. a 1 day/level ies touched	Touch	Caster Level: 5 V,S, DF Caster Level: 5	PHB: p.237
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	d +4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A	Target: One creature/ Standard Action Target: 2d4 fresh bern 1 standard action	level, no two of which are more than 30 ft. a 1 day/level ies touched	Touch	Caster Level: 5 V,S, DF Caster Level: 5 V	PHB: p.237
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete	d +4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A nnce bonus on Spot checks.	Target: One creature/ Standard Action Target: 2d4 fresh bern 1 standard action Target: You 10 minutes	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D]	Touch Personal Close (35 ft.)	Caster Level: 5 V,S, DF Caster Level: 5 V Caster Level: 5	PHB: p.237 SC: p.110
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 24d berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate.	d +4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A nnce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30	Touch Personal Close (35 ft.) feet apart	Caster Level: 5 V.S. DF Caster Level: 5 V Caster Level: 5 V,S Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cookie: As long as subjects don't move they gain +2 AC and Cookie: Act of Cookie:	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A nnce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless)	Target: One creature/ Standard Action Target: 2d4 fresh bern 1 standard action Target: You 10 minutes Target: One creature/ Standard Action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D]	Touch Personal Close (35 ft.)	Caster Level: 5 V.S. DF Caster Level: 5 V Caster Level: 5 V,S Caster Level: 5 S, DF	PHB: p.237 SC: p.110
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration	d +4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A nnce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D]	Touch Personal Close (35 ft.) feet apart	Caster Level: 5 V.S. DF Caster Level: 5 V Caster Level: 5 V,S Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level.	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A more bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/eve	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D]	Personal Close (35 ft.) feet apart Touch	Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 S. DF Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Aminals can't perceive 1 subject/level. Horrible Taste	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A more bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/level 1 standard action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level	Touch Personal Close (35 ft.) feet apart	Caster Level: 5 V.S., DF Caster Level: 5 V Caster Level: 5 V.S. Caster Level: 5 S, DF Caster Level: 5 V.S,M	PHB: p.237 SC: p.110 SC: p.111
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Complete Compl	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A SR: N/A noce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/eve	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level	Personal Close (35 ft.) feet apart Touch	Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 S. DF Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Aminals can't perceive 1 subject/level. Horrible Taste	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A SR: N/A noce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/level 1 standard action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level	Personal Close (35 ft.) feet apart Touch	Caster Level: 5 V.S., DF Caster Level: 5 V Caster Level: 5 V.S. Caster Level: 5 S, DF Caster Level: 5 V.S,M	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Animals must save after biting or refuse to bite the selection.	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes [barmless] DC: 15, Fortitude negates; see text SR: No subject.	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/level 1 standard action Target: Creature or other	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level ipiect touched 1 minute/level [D]	Touch Personal Close (35 ft.) feet apart Touch Touch	Caster Level: 5 V.S. DF Caster Level: 5 V Caster Level: 5 V.S. Caster Level: 5 S. DF Caster Level: 5 V.S.M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Animals must save after biting or refuse to bite the s Cohool: Transmutation Effect: Subject gets bonus on Jump checks.	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: Creature or ot Standard Action Target: Creature toucl	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level ject touched 1 minute/level [D] hed	Touch Personal Close (35 ft.) feet apart Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. ———————————————————————————————————	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level ipiect touched 1 minute/level [D]	Touch Personal Close (35 ft.) feet apart Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5 V,S,M	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Animals must save after biting or refuse to bite the s Healthful Teste School: Transmutation Effect: Subject gets bonus on Jump checks. Junglerazer School: Necromancy	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A more bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/level 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 12-0-1t. line	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level ject touched 1 minute/level [D] hed	Touch Personal Close (35 ft.) feet apart Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cooling and	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A more bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-t. line d10] negative energy.	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level oject touched 1 minute/level [D] hed Instantaneous	Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft.	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 Caster Level: 5 Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cookerry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Complete Compl	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) cc. 15, Will negates (harmless) cc. 20, Yes cc. 20, Ye	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action 1 standard action Target: Creature toucl 1 standard action Target: Lo-tt. line df0) negative energy. Standard Action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level ject touched 1 minute/level [D] hed	Touch Personal Close (35 ft.) feet apart Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V.S Caster Level: 5 S, DF Caster Level: 5 V,S,M	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Animals must save after biting or refuse to bite the s Heffect: Subject gets bonus on Jump checks. Jump School: Transmutation Effect: School: Necromancy Effect: Fey, vermin, plants and plant creatures and animals Light Transmutation Effect: Transmutation	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A more bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-t. line d10] negative energy.	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level oject touched 1 minute/level [D] hed Instantaneous	Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft.	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 Caster Level: 5 Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and and according to the subject state of the sub	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) cc. 15, Will negates (harmless) cc. 20, Yes cc. 20, Ye	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action 1 standard action Target: Creature toucl 1 standard action Target: Lo-tt. line df0) negative energy. Standard Action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level oject touched 1 minute/level [D] hed Instantaneous	Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft.	Caster Level: 5 V,S, DF Caster Level: 5 V.S Caster Level: 5 S, DF Caster Level: 5 V,S,M	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Codberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Healthful Rest School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Animals must save after biting or refuse to bite the s Heffect: Subject gets bonus on Jump checks. Jump School: Transmutation Effect: School: Necromancy Effect: Fey, vermin, plants and plant creatures and animals Light Transmutation Effect: Transmutation	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A noe bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Reflex half SR: Yes Caught in the area take 1d10/caster level [max 10] SR: No	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: 120-ft. line d10] negative energy.	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D]	Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and and an accordance of the process of	### destal of the state of the	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature toucl	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level oject touched 1 minute/level [D] hed Instantaneous 1 hour/level [D]	Personal Close (35 ft.) feet apart Touch Touch 120 ft. Personal	Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 S. DF Caster Level: 5 V.S.M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Cook and Coo	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A noce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10] SR: No DC: 15, Will negates [harmless]	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ob Standard Action Target: Creature toucl 1 standard action Target: Lo-ft. line 410] negative energy. Standard Action Target: You 1 standard action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D]	Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5 V,M	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cook and Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. ———————————————————————————————————	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes Caught in the area take 1d10/caster level [max 10] SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes [harmless]	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard Action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature toucl	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level hed 1 minute/level minute/level	Personal Close (35 ft.) feet apart Touch Touch 120 ft. Personal	Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 S. DF Caster Level: 5 V.S.M Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Coodberry School: Transmutation Effect: 2d4 berries each cure 1 hp (max 8 hp/24 hours). ———————————————————————————————————	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes Caught in the area take 1d10/caster level [max 10] SR: Yes [harmless] SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: 1 creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level el touched 1 minute/level el touched 1 mi	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and according to the property of the pro	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes DC: 15, Will negates [harmless] SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates [harmless] SR: Yes (harmless)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 20-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] hed 1 hour/level [D] 1 hour/level [D] 1 hour/level el touched 10 minutes/level 10 minutes/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level 10 minutes/level 10	Personal Close (35 ft.) feet apart Touch Touch 120 ft. Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Color	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A snce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: 1 creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature toucl Standard Action Target: Living creature	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] hed 1 hour/level [D] 1 hour/level [D] 1 hour/level el touched 10 minutes/level 10 minutes/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level 10 minutes/level 10	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Cool Cool Cool Cool Cool Cool Cool Coo	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A snce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 20-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] hed 1 hour/level [D] 1 hour/level [D] 1 hour/level el touched 10 minutes/level 10 minutes/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level 10 minutes/level 10	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Effect: As long as subjects don't move they gain +2 AC and Color Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. ———————————————————————————————————	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No bubject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes acaught in the area take 1d10/caster level [max 10] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage.	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d101 negative energy. Standard Action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three per Standard Action Target: Up to three per Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 minute/level 1 minute/level 1 minute/level 1 minute/level 1 minutes or until discharged bibles touched 1 minute/level 1 minute	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,D Caster Level: 5 V,S	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and according to the process of the proc	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A snce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes caught in the area take 1d10/caster level [max 10 SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d101 negative energy. Standard Action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three per Standard Action Target: Up to three per Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level 1 minute/level 1 minute/level 1 minute/level 1 at ouched 30 minutes or until discharged bibbles touched	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Effect: As long as subjects don't move they gain +2 AC and Color Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No bubject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes acaught in the area take 1d10/caster level [max 10] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage.	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d101 negative energy. Standard Action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three per Standard Action Target: Up to three per Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 minute/level 1 minute/level 1 minute/level 1 minute/level 1 minutes or until discharged bibles touched 1 minute/level 1 minute	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,D Caster Level: 5 V,S	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cooling and	d+4 to Str against bull rush. SR: Yes DC: 15, N/A SR: N/A DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes Cought in the area take 1d10/caster level [max 10] SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) attack and damage rolls. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage. SR: No	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/leve 1 standard action Target: Creature or of Standard Action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard action Target: Up to three per Standard Action Target: Up to three per Standard Action Target: Up to three per Standard Action Target: Cloud spreader	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level [D] 2 hour/level [D] 1 hour/level [D] 1 minute/level [D] 2 minute/level [D] 3 minutes or until discharged 3 minute/level [D] 1 minute/level [D]	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch	Caster Level: 5 V,S, DF Caster Level: 5 V.S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S, DF Caster Level: 5 V,S, DF Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Color	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A snce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes Caught in the area take 1d10/caster level [max 10 SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage. SR: No DC: 15, N/A SR: N/A w dangerous the immediate future is likely to be; s	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/lev 1 standard action Target: 2d4 fresh berr 1 standard Action Target: 1 creature/lev 1 standard Action Target: Creature toucl 1 standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You ee text.	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level [D] 2 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 minute/level 1 minute/level 2 touched 1 minute/level 3 minutes or until discharged bibles touched 1 minute/level 5 in 20-ft. radius from you, 20 ft. high Instantaneous	part Touch Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal Touch Touch Touch Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258 SC: p.149
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Clock the Company of	### display to solve a process of the solve and solve an	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/eve 1 standard action Target: 1 creature/eve 1 standard Action Target: 120-ft. line 410] negative energy. Standard Action Target: You 1 standard action Target: You 1 standard Action Target: Up to three per Standard Action Target: Cloud spreads 1 round Target: You see text. Standard Action	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level 1 minute/level [D] 1 hour/level [D]	Personal Close (35 ft.) feet apart Touch Touch Touch Touch 120 ft. Personal Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Effect: As long as subjects don't move they gain +2 AC and Color of the School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Hawkeye School: Transmutation Effect: Increases range increment by 50% and +5 compete Held Increases range increment by 50% and +5 compete Held Increases range increment by 50% and +5 compete Held Increases range increment by 50% and +5 compete Held Increases range increment by 50% and +5 compete School: Conjuration (Healing) Effect: Doubles the natural healing rate. Hide from Animals School: Abjuration Effect: Animals can't perceive 1 subject/level. Horrible Taste School: Transmutation Effect: Subject gets bonus on Jump checks. High Jump School: Transmutation Effect: Fey, vermin, plants and plant creatures and animals Chool: Transmutation Effect: Increases your speed. High Longstrider School: Transmutation Effect: Target gains low-light vision. High Magic Fang School: Transmutation Effect: Fey surrounds you. High Chool: Transmutation Effect: Fey surrounds you. High Light School: Transmutation Effect: Fine stones gain +1 on attack rolls, deal 1d6+1 da Color Divination Effect: Brief supplication gives you a vision that hints at hour Light School: Divination Effect: Brief supplication gives you a vision that hints at hour Light Vision Pass without Trace School: Transmutation Effect: Brief supplication gives you a vision that hints at hour Light Vision Pass without Trace School: Transmutation Effect: Transmutation Effect: Brief supplication gives you a vision that hints at hour Light Vision Pass without Trace School: Transmutation Effect: Tra	d+4 to Str against bull rush. SR: Yes DC: 15, N/A sR: N/A snce bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes Caught in the area take 1d10/caster level [max 10 SR: No DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage. SR: No DC: 15, N/A SR: N/A w dangerous the immediate future is likely to be; s	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/lev 1 standard action Target: 2d4 fresh berr 1 standard Action Target: 1 creature/lev 1 standard Action Target: Creature toucl 1 standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You ee text.	level, no two of which are more than 30 ft. at 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level 1 minute/level [D] 1 hour/level [D]	part Touch Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal Touch Touch Touch Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258 SC: p.149
School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and Cloud Goodberry School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Cloud Healthful Rest School: Transmutation Effect: Increases range increment by 50% and +5 competed of the compet	### display to solve a process of the solve and solve an	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/lev 1 standard action Target: Creature or ot Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard action Target: Living creature Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round Target: You ee text. Standard Action Target: 1 creature/leve	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] el touched 1 minute/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level el touched 1 minute/level el touched 1 minute/level el touched 1 minute/level el touched 30 minutes or until discharged elbeles touched 1 minute/level el touched 1 minute/level el touched 1 minute/level el touched 1 minute/level el touched 1 hour/level [D] el touched	part Touch Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal Touch Touch	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S, DF Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S,DF Caster Level: 5 V,S DF Caster Level: 5 Caster Level: 5	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258 SC: p.149 PHB: p.259
School: Transmutation (Earth) Effect: As long as subjects don't move they gain +2 AC and Color	d+4 to Str against bull rush. SR: Yes DC: 15, N/A snee bonus on Spot checks. DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No subject. DC: 15, Will negates (harmless) SR: Yes DC: 15, Reflex half SR: Yes Caught in the area take 1d10/caster level [max 10 SR: Yes [harmless] SR: Yes [harmless] DC: 15, Will negates [harmless] SR: Yes [harmless] DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage. SR: No DC: 15, N/A SR: N/A w dangerous the immediate future is likely to be.; s DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: No DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) mage.	Target: One creature/ Standard Action Target: 2d4 fresh berr 1 standard action Target: You 10 minutes Target: One creature/ Standard Action Target: 1 creature/levi 1 standard action Target: Creature or of Standard Action Target: Creature toucl 1 standard action Target: 120-ft. line d10] negative energy. Standard Action Target: You 1 standard Action Target: Creature toucl Standard Action Target: Living creature Standard Action Target: Up to three pe Standard Action Target: Cloud spreads 1 round 1 round Target: You ee text. Standard Action Target: 1 creature/levi Standard Action Target: 1 creature/levi Standard Action Target: 1 creature/levi Standard Action	level, no two of which are more than 30 ft. a 1 day/level ies touched 10 minutes/level [D] 24 hours level, no two of which can be more than 30 10 minutes/level [D] el touched 10 minutes/level [D] hed Instantaneous 1 hour/level [D] 1 hour/level [D] 2 hour/level [D] 1 hour/level [D] 1 hour/level [D] 1 hour/level et ouched 1 minute/level [D] et ouched 1 minute/level [D] et ouched 1 minute/level [D]	part Touch Personal Close (35 ft.) feet apart Touch Touch Touch 120 ft. Personal Touch Touch Touch Personal	Caster Level: 5 V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S S, DF Caster Level: 5 V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S,DF Caster Level: 5 V,S	PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249 SC: p.134 PHB: p.250 PHB: p.251 PHB: p.258 SC: p.149
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		Diulu Spe	113			
Chool: Transmutation [Fire]	SR: No	1 standard action Target: 30-ftradius sp	1 minute pread	Medium (150 ft.)	V,S Caster Level: 5	SC: p.164
Effect: Causes existing fire to double their heat and radiance Ram's Might School: Transmutation	e; see text. DC: 15, N/A SR: N/A	1 standard action Target: You	1 minute/level	Personal	V,S Caster Level: 5	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal dam	age, and you are considered armed. DC: 15, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	SC: p.166
School: Transmutation Effect: Improves existing burrow speed by 20 ft. Remove Scent	SR: Yes [harmless] DC: 15, Will negates	Target: Creature touch 1 standard action	ned 10 minutes/level	Touch	Caster Level: 5 V,S,M	SC: p.173
School: Transmutation Effect: Hides the scent of the affected creature or removes p	SR: Yes potent affects from creatures such as ghasts or tro	Target: Creature touch glodytes.	ned		Caster Level: 5	
Resist Planar Alignment	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Creature touch	1 round/level ned	Touch	V,S,DF Caster Level: 5	SC: p.174
Effect: Grants limited protection from a plane's alignment tra Grants limited protection from a plane's alignment tra Grants limited protection from a plane's alignment tra School: Evocation	DC: 15, Reflex half SR: Yes	1 standard action Target: 10-ft,-radius by	Instantaneous urst centered on your hands	10 ft.	V,S,DF Caster Level: 5	SC: p.180
Effect: Creatures in area take 1d6 nonlethal damage, any cr	eature that fails the save is also stunned for 1 rou	nd.				
School: Transmutation	DC: 15, Will negates (object) SR: Yes (object)		1 minute/level nonmagical oak club or quarterstaff	Touch	V,S, DF Caster Level: 5	PHB: p.278
Effect: Cudgel or quarterstaff becomes +1 weapon dealing or School: Transmutation [Fire]	SR: No	1 standard action Target: 30-ftradius sp	1 minute pread	Medium (150 ft.)	V,S,M/DF Caster Level: 5	SC: p.192
Effect: Doubles the amount of time to put out a fire; see text	DC: 15, Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,M/DF	SC: p.193
School: Transmutation Effect: Subject may make another single attack melee or rar	SR: Yes [harmless] nged; see text.	Target: One allied crea	ature		Caster Level: 5	
School: Transmutation	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Creature touch	1 hour/level [D] ned	Touch	V,S Caster Level: 5	SC: p.194
Effect: Speed increases by 10 ft. and no Balance checks or Speak with Animals		Standard Action	1 minute/level	Personal	V,S	PHB: p.281
School: Divination Effect: You can communicate with animals.	SR: No	Target: You			Caster Level: 5	
School: Conjuration (Summoning)	SR: No	1 round Target: One summone	1 round/level [D] ed creature	Close (35 ft.)	V,S, DF Caster Level: 5	PHB: p.288
Effect: Calls creature to fight. School: Transmutation	SR: No	1 standard action Target: You	1 minute/level	Personal	V,S Caster Level: 5	SC: p.216
Effect: Move through difficult terrain at full speed. Gain +2 C	DC: 15, Reflex negates; see text	1 standard action	1 round/level	Close (40 ft.)	V,S,M	SC: p.219
School: Evocation [Electricity] Effect: Minature thundercloud follows creature unerringly ea	SR: Yes ch round [even if it goes invisible or leaves the reg	Target: One creature gion] striking it with light	ning that deals 1 pt of damage.		Caster Level: 6	
Traveler's Mount School: Transmutation	DC: 15, Will negates SR: Yes	1 standard action Target: Animal or mag	1 hour/level	Touch	V,S Caster Level: 5	SC: p.223
Effect: +10 feet enhancement bonus to speed but cannot att UDDraft School: Conjuration (Creation) [Air]	ack during the duration of the spell. DC: 15, N/A SR: N/A	1 swift action Target: You	Instantaneous	Personal	V,S,M Caster Level: 5	SC: p.228
Effect: Gain 10 ft. per level of altitude, and then gently float to Vigor, Lesser	DC: 15, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
School: Conjuration (Healing) Effect: Grants target fast healing ability for the duration of th United Vine Strike	SR: Yes [harmless] e spell. Heals 1 hp automatically per round. DC: 15, N/A	Target: Living creature 1 swift action	touched 1 round	Personal	Caster Level: 5 V,DF	SC: p.230
School: Divination Effect: Allows sneak attacks against plants if you already ha	SR: N/A	Target: You		*	Caster Level: 5	
Wall of Smoke School: Conjuration (Creation)	DC: 15, Fortitude partial; see text SR: No	1 standard action Target: A straight wall	1 round/level whose area is up to one 10-ft. square/level	Close (35 ft.)	V,S Caster Level: 5	SC: p.235
Effect: This spell creates a thin wall of black smoke. The wa pass through a wall of smoke, but it must make a Fortitude s	Il is stationary once created. The wall blocks sight	to a limited degree. Cre	eatures on opposite sides of the wall that ca	annot see over it gain co	oncealment from each o	
School: Transmutation	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]		1 minute/level	Touch	S,M Caster Level: 5	SC: p.240
Effect: Increases creatures swim speed by 30 ft. Winter Chill School: Transmutation [Cold]	DC: 15, Fortitude negates SR: Yes	1 standard action Target: One creature	Instantaneous	Close (35 ft.)	V,S Caster Level: 5	SC: p.241
Effect: Creature must suceed on save or take 1d6 points of	cold damage and become fatigued.	1 standard action	1 hour/level	Close (35 ft.)	V,S,DF	SC: p.242
School: Conjuration (Creation) Effect: Summon minor nature spirit to perform simple natura	SR: No I tasks.	Target: One nature se			Caster Level: 5	
		_LEVEL 2				
Name Align Fang	Save Information DC: 16, Will negates [harmless]	Time 1 standard action	Duration 1 minute/level	Range Touch	Comp. V,S,DF	SC: p.9
School: Transmutation	SR: Yes [harmless]	Target: Living creature			Caster Level: 5	- 41 pre
Effect: Aligns a creature's natural weapon to good-,evil-,lawl Animalistic Power School: Transmutation	ul-,or chaotic. DC: 16, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Creature touch	1 minute/level	Touch	V,S,M Caster Level: 5	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and		Standard Action	1 day/level	Close (35 ft.)	V,S,M	PHB: p.198
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Sends a Tiny animal to a specific place.	SR: Yes	Target: One Tiny anim	al		Caster Level: 5	
Animal Trance School: Enchantment (Compulsion) [Mind-Affecting, Sonic]	DC: 16, Will negates; see text SR: Yes	Standard Action Target: Animals or ma	Concentration gical beasts with Intelligence 1 or 2	Close (35 ft.)	V,S Caster Level: 5	PHB: p.198
Effect: Fascinates 2d6 HD of animals. Avoid Planar Effects School: Abjuration	SR: Yes [harmless]		1 minute/level evel in a 20-ft. radius burst centered on you	20 ft.	V Caster Level: 5	SC: p.19
Effect: Gain temporary respite from the natural effects of a s		1 standard action	1 minute/level [D]	Personal	V,S,M/DF	SC: p.23
School: Divination Effect: Gain +4 insight bonus to balance bonus; see text.	SR: N/A	Target: You	ω,,στο, [υ]	. 5.001.31	Caster Level: 5	_ 3. p.20
School: Transmutation	SR: Yes (harmless)	Standard Action Target: Living creature	10 minutes/level e touched	Touch	V,S, DF Caster Level: 5	PHB: p.203
Effect: Grants +2 Enhancement bonus to natural armor. Add	litional +1 per three levels above 3rd [max +5 at 1: DC: 16, Will negates (harmless)	2th level] Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.203
School: Transmutation Effect: Subject gains +4 to Con for 1 minutes/level.	SR: Yes	Target: Creature touch			Caster Level: 5	
Binding Winds School: Evocation [Air]	DC: 16, Reflex negates	1 standard action	Concentration	Medium (150 ft.)	V,S	SC: p.27
	SR: Yes	Target: One creature			Caster Level: 5	
Effect: Subject can act normally, but it cannot move from it's		Target: One creature * =Domain/Speciality S	Spell		Caster Level: 5	

		Druid Spe	ells			
Bite of the Wererat School: Transmutation	DC: 16, N/A SR: N/A	1 standard action Target: You	1 round/level	Personal	V,S,M Caster Level: 5	SC: p.28
Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes	1 standard action Target: One missile of	Instantaneous spit	Close (35 ft.)	V,S Caster Level: 5	SC: p.32
Effect: Spit caustic saliva into foes eyes on successful range	ed touch attack. Causes -4 penalty to attack roll. DC: 16, Will negates	1 standard action	Special; see text	Touch	V,S	SC: p.33
School: Transmutation Effect: Target enters a rage, as its rage special ability, but the Body of the Sun	SR: Yes is rage doesn't count against it's total. DC: 16, Reflex half	Target: Any creature w 1 standard action	ith the rage ability 1 round/level	5 ft.	Caster Level: 5 V,S,DF	SC: p.35
School: Transmutation [Fire] Effect: Fire and light extend 5ft. from caster's body inflicting	SR: Yes 1d4/2 levels [max 5d4] points of fire damage [Refl		anation centered on you	Touch	Caster Level: 5 V,S,M	CO: - 20
School: Transmutation Effect: Small magical thorns/spikes protrude from wooden w	SR: No reapon; gains a +1 to hit enhancement and deals -	Target: Wooden weap		Touch	Caster Level: 5	SC: p.38
School: Transmutation	SR: No	1 standard action Target: 40-ft-radius sp	1 minute/level read.	Medium (150 ft.)	V,S,DF Caster Level: 5	SC: p.39
Effect: As entangle, but thoms deal damage each round. Bull's Strength School: Transmutation	DC: 16, Will negates (harmless) SR: Yes (harmless)	Standard Action Target: Creature touch	1 minute/level	Touch	V,S,M/DF Caster Level: 5	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level. DDDDDDDBurrow School: Transmutation	DC: 16, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Creature touch	1 minute/level [D]	Touch	V,S,F/DF Caster Level: 5	SC: p.41
Effect: Burrow through earth at 30 ft unless wearing Medium Camouflage, Mass	DC: 16, Will negates [harmless]	1 standard action	10 minutes/level	Medium (150 ft.)	V,S	SC: p.43
School: Transmutation Effect: As camouflage, except the effect is mobile within the	SR: Yes [harmless] group. [Broken for creatures who more than 60 ft DC: 16, Will negates (harmless)		creatures, no two of which can be more that 1 minute/level	Touch	Caster Level: 5 V,S,M	PHB: p.208
School: Transmutation Effect: Subject gains +4 to Dex for 1 minutes/level.	SR: Yes	Target: Creature touch			Caster Level: 5	
School: Transmutation [Cold]	DC: 16, Will negates (object) SR: Yes (object)	Standard Action Target: Metal equipme apart; or 125 lbs of me	7 rounds nt of 1 creature/2 levels, no two of which ca tal	Close (35 ft.) an be more than 30 ft.	V,S, DF Caster Level: 5	PHB: p.209
Effect: Cold metal damages those who touch it. Cloud Wings	DC: 16, Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	SC: p.49
School: Transmutation Effect: Increases fly speed by 30 ft. Countermoon	SR: Yes [harmless] DC: 16, Will negates [D]	Target: Creature touch 1 standard action	12 hours	Close (35 ft.)	Caster Level: 5 V,S,M	SC: p.53
School: Abjuration Effect: Stops lycanthropic shapechanging for 12 hours.	SR: Yes	Target: One lycanthrop	De Company of the Com		Caster Level: 5	·
School: Transmutation [Cold] Effect: Deals progressive damage from cold [+1d6/round].	DC: 16, Fortitude half SR: Yes	1 standard action Target: One creature	3 rounds	Close (35 ft.)	V,S,F Caster Level: 5	SC: p.55
Daggerspell Stance School: Abjuration Effect: Gain +2 insight bonus to hit and damage when you r	DC: 16, N/A SR: N/A nake a full attack wielding two daggers. Can defler	1 swift action Target: You	1 round/level [D]	Personal	V,F Caster Level: 5	SC: p.57
Decomposition School: Necromancy	SR: Yes	1 standard action	1 round/level s within a 50-ftradius emanation centered of	50 ft. on you	V,S,DF Caster Level: 5	SC: p.61
Effect: Wounded creatures suffer 3 extra hp/round. Delay Poison School: Conjuration (Healing)	DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	Standard Action Target: Creature touch	1 hour/level	Touch	V,S, DF Caster Level: 5	PHB: p.217
Effect: Stops poison from harming subject for 1 hour/level. Dipins of the Shalm School: Evocation	SR: No	1 standard action Target: One 5-ft. squa	1 round/level	Medium (150 ft.)	V,S Caster Level: 5	PHB II: p.111
Effect: Delay enemies with a drift [double movement penalty Earthbind School: Transmutation	 of snow, leaves or ash [your choice]; snow casus DC: 16, Fortitude negates SR: Yes 			causes 3 fire damage. Medium (150 ft.)	V,S Caster Level: 5	SC: p.76
Effect: Reduce a creatures fly speed to 0, airborne creature	s fall to the ground as if by featherfall.	1 standard action	10 minutes/level [D]	Close (35 ft.)	V,S	SC: p.76
School: Transmutation Effect: Doubles Structures HP and increases Hardness to 1 Carrier Trail	SR: Yes [object] 0.	1 standard action	cture or rock formation, up to 25 cu. ft./leve 1 hour/level [D]	40 ft.	V,S	SC: p.76
School: Abjuration Effect: Removes movement penalties through dense brush	SR: Yes and increases track DC by 5 for any pursurers. DC: 16, N/A	Target: 40-ft. radius er	nanation centered on you 10 minutes/level [D]	Personal	Caster Level: 5	SC: p.79
School: Transmutation	SR: N/A		To minute shever [D]	i Cisonai		00. p./ 5
Fins to Feet	light vision and Scent or Rlindsense 30' your choic	Target: You	necks		Caster Level: 5	
	light vision and Scent or Blindsense 30' your choic DC: 16, Fortitude negates [harmless]	e. +2 spot and listen ch 1 standard action	1 hour/level	Touch	V,S	SC: p.92
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] oft.	e. +2 spot and listen ch	1 hour/level e touched		V,S Caster Level: 5	SC: p.92 PHB: p.231
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3 Gradues lose swim speed but gain walk speed of 3 School: Abjuration [Fire] Effect: Opened object deals 1d4+5 fire damage.	DC: 16, Fortitude negates [harmless] SR: Yes [harmless]	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched	1 hour/level e touched Permanent until discharged [D]	Touch	V,S Caster Level: 5 V,S,M Caster Level: 5	PHB: p.231
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3 ———— Fire Trap School: Abjuration (Fire)	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] DC: 16, Reflex half; see text SR: Yes SR: Yes	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object toucher Standard Action Target: Sword-like bea	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D]	Touch 0 ft.	V,S Caster Level: 5 V,S,M Caster Level: 5 V,S, DF Caster Level: 5	PHB: p.231
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3 Greatures lose swim speed but gain walk speed of 3 Greatures lose swim speed but gain walk speed of 3 School: Abjuration [Fire] Effect: Opened object deals 1d4+5 fire damage. Greatures Blade School: Evocation [Fire] Effect: Touch attack deals 1d8 +2 fire damage. Greatures Greatures School: Evocation [Fire]	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Ot. DC: 16, Reflex half; see text SR: Yes SR: Yes DC: 16, Reflex negates SR: Yes	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action	1 hour/level e touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level	Touch	V,S Caster Level: 5 V,S,M Caster Level: 5 V,S, DF	PHB: p.231
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3 Characteristics of the Trap School: Abjuration [Fire] Effect: Opened object deals 1d4+5 fire damage. Effect: Opened object deals 1d4+5 fire damage. Effect: Opened object deals 1d4+5 fire damage. Effect: Touch attack deals 1d8 +2 fire damage. Effect: Touch attack deals 1d8 +2 fire damage. Effect: Croud Iffice School: Evocation [Fire] Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round Fog Cloud School: Conjuration (Creation)	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Ot. DC: 16, Reflex half; see text SR: Yes SR: Yes DC: 16, Reflex negates SR: Yes	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: 5-ftdiameter standard Action	1 hour/level e touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level	Touch 0 ft.	V,S Caster Level: 5 V,S,M Caster Level: 5 V,S, DF Caster Level: 5 V,S,M/DF	PHB: p.231
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Of: DC: 16, Reflex half; see text SR: Yes SR: Yes CC: 16, Reflex negates SR: Yes Ulevel. SR: No DC: 16, Reflex half SR: Yes	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: 5-ftdiameter Standard Action Target: Fog spreads in 1 standard action Target: Cone-shaped l	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level sphere 10 minutes/level 20-ft. radius, 20 ft. high Instantaneous	Touch 0 ft. Medium (150 ft.)	V,S. Caster Level: 5 V,S,M Caster Level: 5 V,S, DF Caster Level: 5 V,S,M/DF Caster Level: 5 V,S,M/S V,S,M/S V,S,M/S V,S,M/S	PHB: p.231 PHB: p.231 PHB: p.232
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Of: DC: 16, Reflex half; see text SR: Yes SR: Yes CC: 16, Reflex negates SR: Yes Ulevel. SR: No DC: 16, Reflex half SR: Yes	e. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: 5-ftdiameter standard Action Target: Cone-shaped of 1 standard action 1 standard action 1 the Reflex save. Standard Action	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level sphere 10 minutes/level 20-ft. radius, 20 ft. high Instantaneous	Touch 0 ft. Medium (150 ft.) Medium (150 ft.) 30 ft. 60 ft.	V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5 V.S.M	PHB: p.231 PHB: p.231 PHB: p.232 PHB: p.232
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3 Children Fire Trap School: Abjuration [Fire] Effect: Opened object deals 1d4+5 fire damage. Children Flame Blade School: Evocation [Fire] Effect: Touch attack deals 1d8 +2 fire damage. Effect: Touch attack deals 1d8 +2 fire damage. Flaming Sphere School: Evocation [Fire] Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round School: Evocation [Fire] Effect: Fog obscures vision. Children Frost Breath School: Evocation [Cold] Effect: Breath a cone of cold that deal 1d4/2 caster levels [n] Children Greation [Air] Effect: Blows away or knocks down smaller creatures.	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] DC: 16, Reflex half; see text SR: Yes SR: Yes DC: 16, Reflex negates SR: Yes Ves University of the properties	ee. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: 5-ftdiameter standard Action Target: Fog spreads in 1 standard Action Target: Cone-shaped of 1 standard Action Target: Line-shaped of Target: Line-shaped	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D] 1 round/level sphere 10 minutes/level 20-ft. radius, 20 ft. high Instantaneous burst 1 round	Touch 0 ft. Medium (150 ft.) Medium (150 ft.) 30 ft. 60 ft.	V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5 V.S.M	PHB: p.231 PHB: p.231 PHB: p.232 PHB: p.232 SC: p.100
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Of: DC: 16, Reflex half; see text SR: Yes SR: Yes DC: 16, Reflex negates SR: Yes Ulevel. SR: No DC: 16, Reflex half SR: Yes DC: 16, Fortitude negates SR: Yes DC: 16, Fortitude negates SR: Yes DC: 16, Fortitude negates	re. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: 5-ftdiameter standard Action Target: Cone-shaped of the Reflex save. Standard Action Target: Line-shaped grange 1 standard action Target: Line-shaped grange 1 standard action Target: Line-shaped grange	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level sphere 10 minutes/level 120-ft. radius, 20 ft. high Instantaneous burst 1 round ust of severe wind emanating out from you in 10 minutes/level	Touch 0 ft. Medium (150 ft.) Medium (150 ft.) 30 ft. 60 ft. to the extreme of the	V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.Caster Level: 5	PHB: p.231 PHB: p.231 PHB: p.232 PHB: p.232 SC: p.100 PHB: p.238
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] Oft. DC: 16, Reflex half; see text SR: Yes CC: 16, Reflex negates SR: Yes Ulevel. SR: No DC: 16, Reflex half SR: Yes Loc: 16, Reflex half SR: Yes Loc: 16, Fortitude negates SR: Yes DC: 16, Fortitude negates SR: Yes Loc: 16, N/A SR: N/A Loc:	se. +2 spot and listen of 1 standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: Fog spreads in 1 standard action Target: Cone-shaped of the Reflex save. Standard Action Target: Line-shaped g range 1 standard action Target: Line-shaped g range 1 standard action Target: You Iso heal more; see text. 1 standard action Target: You and one li	1 hour/level e touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level sphere 10 minutes/level 1 20-ft. radius, 20 ft. high Instantaneous burst 1 round ust of severe wind emanating out from you to	Touch 0 ft. Medium (150 ft.) Medium (150 ft.) 30 ft. 60 ft. to the extreme of the Personal Touch	V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M Caster Level: 5	PHB: p.231 PHB: p.231 PHB: p.232 PHB: p.232 SC: p.100 PHB: p.238 SC: p.110 SC: p.110
School: Transmutation Effect: Creatures lose swim speed but gain walk speed of 3	DC: 16, Fortitude negates [harmless] SR: Yes [harmless] DC: 16, Reflex half; see text SR: Yes SR: Yes DC: 16, Reflex negates SR: Yes Vievel. SR: No DC: 16, Reflex half SR: Yes Uc: 16, Fortitude negates if they failer DC: 16, Fortitude negates SR: Yes DC: 16, N/A SR: N/A Is when using Conjuration [Healing] spells. Can a	se. +2 spot and listen of a standard action Target: Willing creatur 10 minutes Target: Object touched Standard Action Target: Sword-like bea Standard Action Target: Fog spreads in a standard Action Target: Fog spreads in a standard Action Target: Standard Action Target: Cone-shaped of the Reflex save. Standard Action Target: Line-shaped grange 1 standard action Target: You laso heal more; see text. 1 standard action Target: You and one lift 1 standard action Target: You and one lift 1 standard action Target: You and one lift 1 standard action 1 s	1 hour/level a touched Permanent until discharged [D] 1 minute/level [D] m 1 round/level sphere 10 minutes/level 20-ft. radius, 20 ft. high Instantaneous purst 1 round ust of severe wind emanating out from you the severe wind emanating out from yo	Touch 0 ft. Medium (150 ft.) Medium (150 ft.) 30 ft. 60 ft. to the extreme of the	V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. Caster Level: 5 V.S.M Caster Level: 5	PHB: p.231 PHB: p.231 PHB: p.232 PHB: p.232 SC: p.100 PHB: p.238 SC: p.110

Process Proc	Effect: Subjects do honefit from concealment, on failed save		•	,110			
Part	*			7 rounds	Close (35 ft.)	V,S, DF	PHB: p.239
Part							
Description of the control of the		on. res (object)				Oddici Ecvel. 5	
March Properties Properti							
March Marc	□□□□□ Hold Animal	DC: 16, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (150 ft.)		PHB: p.241
Second Content Conte		SR: Yes	Target: One animal			Caster Level: 5	
March Marc	· · · · · · · · · · · · · · · · · · ·		1 standard action	1 round/lovel	Close (25 ft.)	VCM	CC: p. 120
Martin M	·						3C. p. 126
		SR: No	Target: One creature/3	3 levels, no two of which are more than 30 ft	t. apart	Caster Level: 5	
March 1 Marc		DC: 16. Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V.DF	PHB II: p.117
March Marc	·	- · · · · · · · · · · · · · · · · · · ·					
						Caster Level. 5	
Second content					Personal	V,S,DF	SC: p.133
Property of the property of		SR: N/A	Target: You			Caster Level: 5	
Section Commonwes			g				
Section Personal Content P		DC: 16, Will negates	1 standard action	Permanent	Close (35 ft.)	V,S,DF	SC: p.138
Minister American		SR: Yes	Target: One creature			Caster Level: 5	
Section Sect	Effect: Creates an indelible mark on the subjects face; see to						
Content Cont	□□□□ Master Air	DC: 16, N/A	1 standard action	1 round/level	Personal	V,S,F	SC: p.139
Description Stanck Stanc	School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Section Content Cont							
The standard policy on more prisonal than the product of the pro			1 standard action	1 minute/level	Touch		SC: p.144
						Caster Level: 5	
Section Sect						VCDE	CC: = 44C
Secret Tournaments Team Part Team Pa					Touch		30: p. 146
			Target: Animal toucher	d		Caster Level: 5	
Second Linguish Continue Second Linguish Con			1 standard action	1 hour/level	Personal	VS	SC: n 149
Effect Clark Standard Section Standard Actions Immunicipation Touch V.S. More Page P				i noul/level	r ersundi		oo. p. 149
			Target: You			Caster Level: 5	
Marche Calcident amusation Service Calcident amusation Servi			Standard Action	1 minute/level	Touch	V.S.M/DF	PHR: n 250
Security Company Com		- · · · · · · · · · · · · · · · · · · ·			Touch		1 1 ID. p.259
		SR: Yes	Target: Creature touch	led		Caster Level: 5	
Section Heavisian Section Section Heavisian Heavisian Heavisian Section Heavisian Heav			Standard Action	1 hour/level [D]	Touch	VS	PHR: n 260
Description		00.11			I JULII		1 11D. p.209
		SR: No	larget: One willing ani	mal of Small, Medium, Large, or Huge size		Caster Level: 5	
Page Creater to potential protection of page Page Creater to protection of page Pag		DC: 16 Fortifude negates (harmless)	Standard Action	10 minutes/level	Touch	V.S. DE	PHR: n 272
Binds	<u> </u>				Touch		1 110. p.212
			Target: Creature touch	led		Caster Level: 5	
Service Couplant process lably yearship or present 1st 3 silling process or			3 rounds	Instantaneous	Touch	VS	PHR: n 272
Procession Pro		- · · · · · · · · · · · · · · · · · · ·			roddii		111b. p.212
			Target: Creature touch	ied		Caster Level: 5	
Second Formation Second			1 standard action	Instantaneous	Close (35 ft.)	VS	SC: n 179
The continue The	*	·		motaria rocas	0.000 (00 1)		оо. р. 17 о
						Caster Level: 5	
Service Part of the part o		iliax 3doj and make a save of be sturilled for 1 re		10 minutes/level	Touch	V.S.M	SC: p.180
Series Section Stort ability with all not among provers. Series Flagget. Aleman students Series Flagget. Aleman students Series Flagget. Aleman students Series Ser		CP: Voc [harmless]					
		SK. Tes [Hallilless]	rarget. Creature touch	ieu		Caster Level. 5	
Section Property Control P		DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.187
		SR. Vas	Target: Animal touche	d		Caster Level: 5	
Standard action Instantaneous Instantane			rarget. Attimat toucher	"		Oddier Ecver. o	
Section Sect			1 standard action	Instantaneous	Medium (150 ft.)	V,S,M/DF	SC: p.193
Effect: The subjects can immediately make one miles or ranged attack. A fishing this action doesn't affect the subject or make more than one additional attack, and to an individual attack, due to an individual attack, d		SR: Yes [harmless]	Target: Allied creature	es in a 20-ftradius burst		Caster Level: 5	•
the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell falls. Accessed Market Component: A fore vacable from an action with a strain and the spell of the spe					and follows the standard		s spell does not allow
	the subject to make more than one additional attack in a rou	nd. If the subject has already made an additional	attack, due to a prior ca	asting of this spell, from the haste spell, or from	om any other source, the	is spell fails. Arcane M	aterial Component: A
Extract Transmutation (Sarth) Sinch Conjugation (Sarth) Sinch Conjugation (Sarth Conj			Standard Action	Instantaneous	Close (25 ft.)	V.C. DE	DUD: p 200
Effect Tunis atoms to cisy or dist to sand or mud. SR Ne Immelses Sind dard Action 10 minutes level Touch V.S.M PHB; p. 283					Close (33 II.)		гп ь . р.200
		SR: No	Target: 10 ft./level squ	are; see text		Caster Level: 5	
Second Conjugation (Summoning) SR: No SR:		DC: 16 Will pagatos (harmless)	Standard Action	10 minutes/level	Touch	\/ \$ M	DHB: p 293
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet, furthermore, it not make Climb checks to traverse as vertical or forticational surface [even upded down). A spider inclining creature retains its Description. A branch class (if any) while climbing, and opponents and only a property in the cannot, however, use the run action while climbing. Material Component: A drop of bitumen and a live spider, both of which must be estern by the subject.	•				roddii		F 11D. p.200
not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Describy bonus to Armor Class (if any) while climbing, and opponents get not special bonus to their attacks against it. It cannot, however, use the run action while climbing, makerial Corponent - A drop of bitmen and a live spider, both of which must be series. I standard action instantaneous Close (35 ft.) V.S. M. SC: p.203 School: Conjuration (Pastions) SR: No Target: One or more creatures streams of spinlers School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 PHB: p.288 School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 SR: No Target: One or more creatures to positive special control or the caster of the special control or the caster of the special control or the caster or the special control or the caster or the special control or the caster or the special control o						Caster Level: 5	
cannot, however, use the run action while climbing, Material Component - A drop of bitumen and a live spider. Loth of which must be eather by the subject. Cose (35 ft.) V.S.M SC: p.203	not make Climb checks to traverse a vertical or horizontal su		. THE ANGUICU CIERIULE		nner The subject asi-		et: furthermore it seed
Schoot Conjunation (Creation) Set No Set No Target: One or more streams of splinters Caster Level: 5 Effect Make: ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. 1 round 1 round(level [D] Close (36 ft.) V.S. DF PHB: p.288 Schoot: Conjunation (Summonning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 Effect: A swarm of pictoring (Summonning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5 Effect: A swarm of pictoring (Summonning) SR: No Target: One or more or prestures, no two of which can be more than 30 ft. apart Caster Level: 5 Effect: A swarm of pictoring (Summonning) SR: No Target: One or more or prestures, a pictoring or prestures than 50 ft. apart Caster Level: 5 Effect: A swarm of pictoring (Summonning) SR: No Target: One or more or prestures is summoned]. A creature in the swarm who takes are not one or the transport of the strength of the creatures takes for plot of damage or in its trum. A creature in the swarm with pictoring all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm with the swarm impossible. A swarm of pictoring certain the swarm who takes any other action, including leaving the swarm, summoned state for creatures than 50 ft. apart the caster levels. Spellicasting or concentrating on spelling with the swarm impossible. A swarm of pictoring or creatures than 50 ft. apart the caster levels. Spellicasting or concentrating on spelling with the swarm impossible. A swarm of pictoring or creatures than 50 ft. apart the caster levels. Spellicasting or concentration. The creatures than 50 ft. apart the caster levels. Spellicasting or concentration. The creatures than 50 ft. apart the caster levels. Spellicasting or concentration. The creatures than 50 ft. apart the caster levels. Spellicasting or concentration. The creatures than 50 ft. apart the caster levels and 50 ft. apart	cannot, however, use the run action while climbing. Material	ırface [even upside down]. A spider climbing creat	ure retains its Dexterity	bonus to Armor Class [if any] while climbin		a climb speed of 20 fe	
Effect. Make ranged attack to hit, on hit deal 466 piercing damage and threatens on 18-20. See text. Caster Level: 5 School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5		Inface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider,	ture retains its Dexterity both of which must be	bonus to Armor Class [if any] while climbin eaten by the subject.	g, and opponents get n	s a climb speed of 20 fe o special bonus to their	attacks against it. It
School: Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) SR: No Target: One or more creatures, no two of which can be more than 30 ft. apart Caster Level: 5	□□□□ Splinterbolt	urface [even upside down]. A spider climbing creat Component - A drop of bitumen and a live spider,	ture retains its Dexterity both of which must be	bonus to Armor Class [if any] while climbin eaten by the subject.	g, and opponents get n	s a climb speed of 20 fe o special bonus to their	attacks against it. It
School: Conjuration (Summoning) SR: No 1 round Concentration + 2 rounds Close (35 ft.) V.S.M.DF PHB: p.289 School: Conjuration (Summoning) SR: No SR:	School: Conjuration (Creation)	Component - A drop of bitumen and a live spider, SR: No	ture retains its Dexterity both of which must be 1 standard action	/ bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous	g, and opponents get n	s a climb speed of 20 fe o special bonus to their V,S,M	attacks against it. It
Effect. Calls creature to right. Tound Concentration + 2 rounds Ciose (35 ft.) V,S,MDF PHB; p.289	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing da	Component - A drop of bitumen and a live spider, SR: No	ture retains its Dexterity both of which must be 1 standard action Target: One or more s	/ bonus to Armor Class [if any] while climbin eaten by the subject. Instantaneous streams of splinters	g, and opponents get n Close (35 ft.)	s a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5	attacks against it. It SC: p.203
School: Conjuration (Summon Swarm School: Conjuration (Summoning) SR: No Target: One swarm of bats, rats, or spiders Caster Level: 5 Fifter A swarm of bittle creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than flighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes no actions other than flighting off the creatures takes 1 point of damage a 1 point of damage on the sturn. A creature in the swarm who takes no actions other than flighting off the creatures takes 1 point of damage a 1 point of damage on the sturn. A creature in the swarm who takes no actions other than flighting off the creatures stakes 1 point of damage and other swarm of poisonous creatures deal not a manufacture in the swarm who more understance in the swarm who makes are other caster levels. Spellcasting or concentration, not provided in the swarm of poisonous creatures deal not be swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level [For example, only fifer and and striking cloud, disperse a swarm immediately if appropriate to the swarm summoned. For example, only fifer and and striking cloud, disperse a swarm immediately appropriate to the swarm summoned. For example, only fifer and and striking cloud, disperse a swarm immediately appropriate to the swarm summoned. For example, only fifer and and striking cloud, disperse a swarm immediately appropriate to the swarm summoned. For example, only fifer and and striking cloud, disperse a swarm immediately appropriate to the swarm summoned. For example, only fifer and damaging area effects can force it to disperse, when it has taken a total of 2 hit points of damage in the swarm whome and the swarm to more up to 1 minutes fifer. San swarm summoned	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing da Summon Nature's Ally II	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.	ure retains its Dexterity both of which must be 1 standard action Target: One or more signary.	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters	g, and opponents get n Close (35 ft.) Close (35 ft.)	s a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S, DF	attacks against it. It SC: p.203
School: Conjuration (Summoning) SR: No Target: One swarm of bats, rats, or spiders Effect: A swarm of little creatures the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is ummoned]. A creature in the swarm who takes an actions other than flighting off the rectatures table in points of damage +1 point pet three caster levels. Spellcasting or concentrating on spells within the swarm impossible. A swarm of poisonous creatures deals no damage from the swarm. The swarm damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creature is tacks are nonmagical. Damage reduction, being incorporate, and other special abilities also make a creature immune to damage from the swarm. The swarm dispresses when it has taken a total of 2th it points of damage are effects can force it to dispresser. The swarm dispresses when it has taken a total of 2th it points of damage are effects. As presented in the swarm was a more equivalent action, direct the washing and damaging area effects as a force it to dispresser. The swarm dispresses when it has taken a total of 2th it points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and striking cloud, dispresses a swarm immediately if appropriate to the swarm summoned. [For example, only filters are affected by a gust of wind, The swarm is stationary once summoned. A cut disaster, however, can jas a move-equivalent action) direct the advanced and analysis are affected to 30 feet per round if she has summoned bates as summoned bates. The swarm dispresses when it has taken a total of 2th it points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind, The swarm is stationary once as a summoned bate of 25 feet per round if she has summoned bates as summoned bates. The swarm dispresses when it has taken a total of 2th it points of damage from the washing and the control of 2 fe	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.	ure retains its Dexterity both of which must be 1 standard action Target: One or more signary.	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters	g, and opponents get n Close (35 ft.) Close (35 ft.)	s a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S, DF	attacks against it. It SC: p.203
Effect: A swarm of little creatures carpets the effect's area, violously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting off the creatures attacks 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1 point of damage per creatures dates on damage for the swarm. The swarm acnot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only fliers are affected by a gust of damage of red cloth, 18-8 Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles] I round 10 minutes/level [D] Medium (150 ft.) V,S,M SC; p.217 School: Transmutation [Water] SR: Yes [harmless] 1 swift action 1 round 10 minutes/level [D] Medium (150 ft.) V,S,M SC; p.221 School: Transmutation [Water] 5 symmetric date of the swarm of the swarm of the swarm who takes no actions of the than swarm who takes no actions of the than swarm and the swarm cannot be fought with weapons, but fire and damaging area effects can force it of disperses. The swarm damage area effects and notice in the swarm swarm swarm and the swarm the swarm and the	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Chool: Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight.	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text.	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c	/ bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart	s a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S, DF Caster Level: 5	attacks against it. It SC: p.203 PHB: p.288
creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 14d points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm poisons consulting and swarm of poisons creatures attacks. Detain are to creatures within the swarm consulting on the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster levels. Spellcasting or concentrating on spells within the sward within the swarm of the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster levels. Spellcasting or concentrating on spells within the sward of the swarm of the swarm of the swarm with swarp and admanging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster levels. Spellcasting or concentrating on spells within the swarm of the swar	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing da Charles School: Conjuration (Summoning) Effect: Calls creature to fight.	Component - A drop of bitumen and a live spider, SR: No image and threatens on 18-20. See text. SR: No	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round	/ bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart	a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S, DF Caster Level: 5 V,S,M/DF	attacks against it. It SC: p.203 PHB: p.288
impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spelicasting and concentration. The creatures' attacks are normagical. Damage reduction, being incorporate, and other special abilities also make a creature immune to damage from the swarm. In the swarm cannot be fought reflectly with weapons, but fire and damaging area effects can force it to disperse. The swarm damptor with the swarm summoned. For example, only filters are affected by a gust of wind]. The swarm is stationary once summoned. A druid castser, however, can gas a move-equivalent action of the swarm in move up to 30 feet per round for 90 feet per round if she has summoned bats or beetles]. Arcane Material Componer A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing da Conjuration (Summoning) School: Conjuration (Summoning) Effect: Calls creature to fight. Conjuration (Summoning)	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No SR: No	ure retains its Dexterity both of which must be 1 standard action Target: One or more s: 1 round Target: One or more c: 1 round Target: One or more c:	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters 1 round/level [D] treatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.)	a climb speed of 20 te o special bonus to their V,S.M Caster Level: 5 V,S. DF Caster Level: 5 V,S.M/DF Caster Level: 5	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289
special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damaging per caster level from these stacks. Certain area or effects spells, such as gust of wind and stinking cloud, disperses a swarm immediately it appropriate to the swarm summoned. For example, only filters are affected by a gust of wind. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned. For example, only filters are affected by a gust of wind.] The swarm is stationary once summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately if appropriate to the swarm summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately in appropriate to the swarm summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately in appropriate to the swarm summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately in appropriate to the swarm summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately in appropriate to the swarm summoned. For example, only filters are affected by a gust of wind and stinking cloud, disperses a swarm immediately in appropriate to the swarm summoned bats or beetles). Arcane Material Componed Assumed to swarm cannot be considered by a gust of wind and stinking cloud, disperses with missing and the following propriets to the swarm summoned bats or beetles). Arcane Material Componed Assumed to swarp and the constitution of the following propriets to the following propriets to the following propriets to the following propriets to the follow	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chool: Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, v	Component - A drop of bitumen and a live spider, SR: No SR: No SR: No SR: No SR: No	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round 1 round 1 round n the table below to see	/ bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A creature is summoned].	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.)	a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the
wind]. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material Componer A square of red cloth. [1-8-R ats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing da Charles Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Charles Summon Swarm School: Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, veraetures takes 1 point of damage on its turn. A creature in the summon summoning of the summoning	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including le	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One swarm of n the table below to saving the swarm, takes	/ bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres t 4d points of damage + 1 point per three ca	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin	a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S, DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on s	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is
A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles]	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Chool: Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chool: Conjuration (Summoning) School: Conjuration (Summoning) School: Conjuration (Summoning) School: Conjuration (Summoning) Teffect: A swarm of little creatures carpets the effect's area, voreatures takes 1 point of damage on its turn. A creature in Impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fre	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No iciciously attacking all other creatures there. [Roll of the swarm who takes any other action, including lege to creatures who are immune to poison, though the swarm. The swarm cannot be fought effecti	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One swarm of n the table below to see awing the swarm, takes uit still prevents spellca vely with weapons, but vely with weapons, but	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A creatures to depoint of damage +1 point per three creatures and concentration. The creatures' atta- tifer and damaging area effects can force it:	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. Di	a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S, DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on s image reduction, being disperses when it has	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit
1 round 10 minutes/level [D] Medium (150 ft.) V,S,M SC: p.217 School: Transmutation [Vater] SR: Yes [harmless] 7 arget: One creature 1 swift action 1 round Living creature touched V SC: p.221 School: Transmutation SR: No 7 arget: You Train Animal School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] 10 minutes 1 hour/level Touch V,S,DF SC: p.221 School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] 7 arget: Animal touched Target: You Ta	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chopic: Conjuration (Summoning) Effect: A swarm of piont of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fro	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including le ge to creatures who are immune to poison, though m the swarm. The swarm cannot be fought effects area or effect spells, such as gust of wind and st	ure retains its Dexterity both of which must be 1 standard action Target: One or more s: 1 round Target: One or more c: 1 round Target: One or more c: 1 round Target: One swarm of n the table below to see awing the swarm, takes it still prevents spellca vely with weapons, but it still prevents spellca vely with weapons, but its wing cloud, disperse a: 1 with great or 1 with sing cloud, disperse a: 1 with or 1 with sing cloud, disperse a: 1 with or 1 with weapons, but it with prevents spellca with weapons, but it with prevents of the with weapons.	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three cs sting and concentration. The creatures' atta- fire and damaging area effects can force it a swarm immediately if appropriate to the	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. D: to disperse. The swarm	a a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on s g mage reduction, being disperses when it has example, only filers are	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of
School: Transmutation [Water] SR: Yes [harmless] Fifect: Gain swim speed and +8 to Swim checks.	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Chopic Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chopic Conjuration (Summoning) School: Conjuration Summoning) School: Conjuration Summoning School: Co	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No Idea of the search of t	ure retains its Dexterity both of which must be 1 standard action Target: One or more s: 1 round Target: One or more c: 1 round Target: One or more c: 1 round Target: One swarm of n the table below to see awing the swarm, takes it still prevents spellca vely with weapons, but it still prevents spellca vely with weapons, but its wing cloud, disperse a control or see the swarm of the still prevents spellca with weapons, but it ship great (siperse a control or see the swarm of the still prevents spellca with weapons, but it ship great (siperse a control or see the swarm of the swarm	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three cs sting and concentration. The creatures' atta- fire and damaging area effects can force it a swarm immediately if appropriate to the	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. D: to disperse. The swarm	a a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on s g mage reduction, being disperses when it has example, only filers are	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of
Effect: Gain swim speed and +8 to Swim checks.	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Chonjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chonjuration (Summoning) School: Conjuration (Summoning) Scho	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No Idea of the search of t	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One or more c 1 round Target: One swarm of n the table below to see awing the swarm, takes it still prevents spellca welly with weapons, but welly with weapons, but inting cloud, disperse a irect the swarm to move	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters 1 round/level [D] treatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders the what sort of creature is summoned]. A cres t d4b points of damage +1 point per three countries the and damaging area effects can force it as swarm immediately if appropriate to the swe up to 30 feet per round [or 90 feet per round.]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) atture in the swarm who aster levels. Spellcastircks are nonmagical. Do to disperse. The swarm warm summoned. For and if she has summone	a climb speed of 20 fe o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when it has example, only fliers are d bats or beetles]. Arca d bats or beetles]. Arca	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component:
Tigger's Tooth School: Transmutation SR: No Target: You Caster Level: 5	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Chopic Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, vereatures takes 1 point of damage on its turn. A creature in Impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fropints of damage per caster level from these attacks. Certai wind]. The swarm is stationary once summoned. A druid cast A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No SR: No Iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including lege to creatures who are immune to poison, though me the swarm. The swarm cannot be fought effect in area or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] de; 17-18 Centipedes; 19-20 Flying Beettles]	ure retains its Dexterity both of which must be 1 standard action Target: One or more single the standard action Target: One or more cincular to the standard action Target: One or more cincular to the standard action to see seaving the swarm, takes it still prevents spellca vely with weapons, but inking cloud, disperse a firect the swarm to move 1 round	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters 1 round/level [D] treatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders the what sort of creature is summoned]. A cres t d4b points of damage +1 point per three countries the and damaging area effects can force it as swarm immediately if appropriate to the swe up to 30 feet per round [or 90 feet per round.]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) atture in the swarm who aster levels. Spellcastircks are nonmagical. Do to disperse. The swarm warm summoned. For and if she has summone	a climb speed of 20 te o special bonus to their V,S.M Caster Level: 5 V,S.DF Caster Level: 5 V,S.M/DF Caster Level: 5 takes no actions other g or concentrating on samage reduction, being disperses when the has a to be the special base of the spec	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component:
School: Transmutation SR: No Target: You Train Animal DC: 16, Will negates [harmless] 10 minutes 1 hour/level Touch V.S.DF SC: p.221 School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal louched Touch V.S.DF SC: p.221 School: Transmutation SR: No Target: Animal louched Touch V.S.DF Caster Level: 5 School: Transmutation SR: No Target: You Traget: You Standard Action Target: You Standard Action Instantaneous Close (35 ft.) V.S. PHB: p.300 School: Transmutation SR: Yes (object) Target: One Small woden object/level, all within a 20-ft. radius Effect: Bends wood [shaft, handle, door, plank]. Target: Winged creature touched Target: Winged creature touched	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, vareatures takes 1 point of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fropoints of damage per caster level from these attacks. Cartai wind]. The swarm is stationary once summoned. A druid cast A square of red cloth, [1-8= Rats; 9-14=Bats; 15-16=Spiders Conjunction of the conjunction	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No SR: No Iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including lege to creatures who are immune to poison, though me the swarm. The swarm cannot be fought effect in area or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] de; 17-18 Centipedes; 19-20 Flying Beettles]	ure retains its Dexterity both of which must be 1 standard action Target: One or more single the standard action Target: One or more cincular to the standard action Target: One or more cincular to the standard action to see seaving the swarm, takes it still prevents spellca vely with weapons, but inking cloud, disperse a firect the swarm to move 1 round	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous treams of splinters 1 round/level [D] treatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders the what sort of creature is summoned]. A cres t d4b points of damage +1 point per three countries the and damaging area effects can force it as swarm immediately if appropriate to the swe up to 30 feet per round [or 90 feet per round.]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) atture in the swarm who aster levels. Spellcastircks are nonmagical. Do to disperse. The swarm warm summoned. For and if she has summone	a climb speed of 20 te o special bonus to their V,S.M Caster Level: 5 V,S.DF Caster Level: 5 V,S.M/DF Caster Level: 5 takes no actions other g or concentrating on samage reduction, being disperses when the has a to be the special base of the spec	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component:
Effect: As greater magic fang.	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, veratures takes 1 point of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fro points of damage per caster level from these attacks. Certai wind]. The swarm is stationary once summoned. A druid cas A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders School: Transmutation [Water] Effect: Gain swim speed and +8 to Swim checks.	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No SR: No Iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including lege to creatures who are immune to poison, though me the swarm. The swarm cannot be fought effect in area or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] de; 17-18 Centipedes; 19-20 Flying Beettles]	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One swarm of n the table below to see awing the swarm, takes in till prevents spellca vely with weapons, but tinking cloud, disperse a tirect the swarm to mow 1 round 1 round Target: One creature	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three controls and concentration. The creatures' attailing and concentration. The creatures' attailing and concentration as warm immediately if appropriate to the sy e up to 30 feet per round [or 90 feet per round 10 minutes/level [D]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spelicastin cks are nonmagical. D: to disperse. The swarm warm summoned. (For and if she has summone	a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when it has example, only fliers are d bats or beetles]. Arca V,S,M Caster Level: 5	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component: SC: p.217
□□□□Train Animal DC: 16, Will negates [harmless] 10 minutes 1 hour/level Touch V,S,DF SC: p.221 School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal touched School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal touched Standard Action 1 hour/level [D] Personal V,S, DF PHB: p.296 School: Transmutation SR: No Target: You Warp Wood DC: 16, Will negates (object) Standard Action School: Transmutation School: Transmutation School: Transmutation School: Transmutation School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Fffect: Bends wood [shaft, handle, door, plank]. □□□□Wings of Air School: Transmutation SR: No Target: Winged creature touched SR: No Target: Winged creature touched Touch V,S,DF SC: p.221 Caster Level: 5 Caster	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, vereatures takes 1 point of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fropints of damage per caster level from these attacks. Certai unid]. The swarm is stationary once summoned. A druid cat A square of red cloth. [1-8= Rats; 9-14=Bats; 15-18=Spiders Conjunction of the swarm of points of the swarm is stationary once summoned. A druid cat A square of red cloth. [1-8= Rats; 9-14=Bats; 15-18=Spiders Conjunction of the swarm speed and +8 to Swim checks. Conjunction of the swarm speed and +8 to Swim checks. Conjunction of the swarm speed and +8 to Swim checks.	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including leg to creatures who are immune to poison, though in the swarm. The swarm cannot be fought effect a rarea or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] d; 17-18 Centipedes; 19-20 Flying Beettles] SR: Yes [harmless]	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One swarm of n the table below to see awing the swarm, takes using the swarm, takes it still prevents spellca vely with weapons, but its dill prevent in the swarm to mow 1 round Target: One creature 1 swift action	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three controls and concentration. The creatures' attailing and concentration. The creatures' attailing and concentration as warm immediately if appropriate to the sy e up to 30 feet per round [or 90 feet per round 10 minutes/level [D]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spelicastin cks are nonmagical. D: to disperse. The swarm warm summoned. (For and if she has summone	sa climb speed of 20 fe o special bonus to their V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when it has example, only fliers are d bats or beetles]. Arca V.S.M V	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component: SC: p.217
School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal touched School: Enchantment (Charm) [Mind-Affecting] SR: Yes [harmless] Target: Animal touched School: Teansmutation SR: No Standard Action 1 hour/level [D] Personal V,S, DF PHB: p.296 School: Transmutation SR: No School: Transmutation SR: No School: Transmutation SR: Yes (object) Standard Action Instantaneous Close (35 ft.) V,S PHB: p.300 School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Caster Level: 5 School: Transmutation SR: No Target: Winged creature touched Touched School: Touched SR: No Science SR: No Science SR: Winged creature touched SR: No Science SR: No Science SR: Winged creature touched School: Transmutation SR: No Science SR: Winged creature touched SR: No Science SR: Winged creature touched School: Transmutation SR: No Science SR: Winged creature touched Science SR: Winged creature touched Science SR: No Science SR: Winged creature touched Science SR: No Science SR: Winged creature touched Science SR: No Science SR: Winged Creature SR: No Science SR: Winged Creature SR: Winged Creature SR: No Science SR: No Science SR: Winged Creature SR: No Science SR: No Science SR: Winged Creature SR: No Science SR: No Sc	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Deficit Make ranged attack to hit, on hit deal 4d6 piercing de Deficit Make ranged attack to hit, on hit deal 4d6 piercing de School: Conjuration (Summoning) Effect: Calls creature to fight. School: Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage from in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage from in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage from static field of the second of the se	Component - A drop of bitumen and a live spider, SR: No mage and threatens on 18-20. See text. SR: No SR: No SR: No SR: No iciously attacking all other creatures there. [Roll of the swarm who takes any other action, including leg to creatures who are immune to poison, though in the swarm. The swarm cannot be fought effect a rarea or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] d; 17-18 Centipedes; 19-20 Flying Beettles] SR: Yes [harmless]	ure retains its Dexterity both of which must be 1 standard action Target: One or more s 1 round Target: One or more c 1 round Target: One swarm of n the table below to see awing the swarm, takes using the swarm, takes it still prevents spellca vely with weapons, but its dill prevent in the swarm to mow 1 round Target: One creature 1 swift action	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three controls and concentration. The creatures' attailing and concentration. The creatures' attailing and concentration as warm immediately if appropriate to the sy e up to 30 feet per round [or 90 feet per round 10 minutes/level [D]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spelicastin cks are nonmagical. D: to disperse. The swarm warm summoned. (For and if she has summone	sa climb speed of 20 fe o special bonus to their V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when it has example, only fliers are d bats or beetles]. Arca V.S.M V	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component. SC: p.217
Effect: You temporarily boost the number of tricks that an animal knows.	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, vereatures takes 1 point of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage froints of damage per caster level from these attacks. Certai wind]. The swarm is stationary once summoned. A druid cas A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders Chool: Transmutation [Water] Effect: Gain swim speed and +8 to Swim checks. Conjuration (Creation) Conjuration (Conjuration) Conjuration (Conju	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No	ure retains its Dexterity both of which must be 1 standard action Target: One or more single the standard action Target: One or more cingle the standard action Target: One or more cingle the standard action Target: One swarm of note the standard action in the table below to see awing the swarm, takes it still prevents spellca vely with weapons, but it still prevents spellca the swarm to mow 1 round Target: One creature 1 swift action Target: You	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] reatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three cs sting and concentration. The creatures' atta- fire and damaging area effects can force it a swarm immediately if appropriate to the up to 30 feet per round [or 90 feet per round 10 minutes/level [D]	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. Dit of disperse. The swarm warm summoned. (For and if she has summone Medium (150 ft.) Living creature touched	a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on s image reduction, being disperses when it has axample, only fliers are d bats or beetles]. Arca V,S,M Caster Level: 5 V Caster Level: 5	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component SC: p.217 SC: p.221
Standard Action 1 hour/level [D] Personal V,S, DF PHB: p.296 School: Transmutation SR: No Target: You Caster Level: 5 Effect: You look exactly like a tree for 1 hour/level. Warp Wood DC: 16, Will negates (object) Standard Action Instantaneous Close (35 ft.) V,S PHB: p.300 School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Effect: Bends wood [shaft, handle, door, plank]. Wings of Air SR: No Target: Winged creature touched Touch SR: No Target: Winged creature touched V,S, DF PHB: p.296 Caster Level: 5	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de Conjuration (Summon Nature's Ally II School: Conjuration (Summoning) Effect: Calls creature to fight. Charles School: Conjuration (Summoning) Effect: A swarm of little creatures carpets the effect's area, vareatures takes 1 point of damage on its turn. A creature in impossible. A swarm of poisonous creatures deals no dama special abilities also make a creature immune to damage fropoints of damage per caster level from these attacks. Cardia wind]. The swarm is stationary once summoned. A druid cas A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders Chool: Transmutation [Water] Effect: Gain swim speed and +8 to Swim checks. Chool: Transmutation Effect: As greater magic fang. Chool: Train Animal	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No Component - A drop of bitument of poison, though the swarm. The swarm cannot be fought effect in a start, however, can [as a move-equivalent action] of the start of the s	ure retains its Dexterity both of which must be 1 standard action Target: One or more standard action Target: One or more ctandard tround Target: One or more ctandard tround Target: One swarm of the table below to see awing the swarm, takes it still prevents spellca vely with weapons, but it still prevents spellca vely with weapons, but it still prevents of the swarm to move 1 round Target: One creature 1 swift action Target: You 10 minutes	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three or sting and concentration. The creatures' atta- tifire and damaging area effects can force it a swarm immediately if appropriate to the swe up to 30 feet per round [or 90 feet per round 10 minutes/level [D] 1 round 1 hour/level	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. Dit of disperse. The swarm warm summoned. (For and if she has summone Medium (150 ft.) Living creature touched	sa climb speed of 20 fe o special bonus to their V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 tag or concentrating on s image reduction, being disperses when it has example, only fliers are do bats or beetles]. Arca V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component: SC: p.217 SC: p.221
School: Transmutation SR: No Target: You Caster Level: 5 Effect: You look exactly like a tree for 1 hour/level. Warp Wood DC: 16, Will negates (object) Standard Action Instantaneous School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Effect: Bends wood [shaft, handle, door, plank]. Wings of Air SR: No Target: Winged creature touched Caster Level: 5	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No Idea of the swarm who takes any other action, including lege to creatures who are immune to poison, though mit he swarm. The swarm cannot be fought effect na rea or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] distribution of the stern of the ste	ure retains its Dexterity both of which must be 1 standard action Target: One or more standard action Target: One or more ctandard tround Target: One or more ctandard tround Target: One swarm of the table below to see awing the swarm, takes it still prevents spellca vely with weapons, but it still prevents spellca vely with weapons, but it still prevents of the swarm to move 1 round Target: One creature 1 swift action Target: You 10 minutes	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cres s 1d4 points of damage +1 point per three or sting and concentration. The creatures' atta- tifire and damaging area effects can force it a swarm immediately if appropriate to the swe up to 30 feet per round [or 90 feet per round 10 minutes/level [D] 1 round 1 hour/level	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. Dit of disperse. The swarm warm summoned. (For and if she has summone Medium (150 ft.) Living creature touched	sa climb speed of 20 fe o special bonus to their V.S.M Caster Level: 5 V.S. DF Caster Level: 5 V.S.M/DF Caster Level: 5 tag or concentrating on s image reduction, being disperses when it has example, only fliers are do bats or beetles]. Arca V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.DF	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component SC: p.217 SC: p.221
Effect: You look exactly like a tree for 1 hour/level.	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No Idea of the swarm who takes any other action, including lege to creatures who are immune to poison, though mit he swarm. The swarm cannot be fought effect na rea or effect spells, such as gust of wind and st ster, however, can [as a move-equivalent action] distribution of the stern of the ste	ure retains its Dexterity both of which must be 1 standard action Target: One or more single or or more control or or more control or	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cree is 1d4 points of damage +1 point per three or isting and concentration. The creatures' atta- fire and damaging area effects can force it a swarm immediately if appropriate to the se up to 30 feet per round [or 90 feet per round 10 minutes/level [D] 1 round 1 hour/level d	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. D: to disperse. The swarm warm summoned. [For n dif she has summone Medium (150 ft.) Living creature touched	a climb speed of 20 te o special bonus to their V,S,M Caster Level: 5 V,S,M/DF Caster Level: 5 V,S,M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when it has example, only fliers are d bats or beetles]. Arca V,S,M Caster Level: 5 V Caster Level: 5 V,S,DF Caster Level: 5	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component. SC: p.217 SC: p.221
□ □ □ □ Warp Wood DC: 16, Will negates (object) Standard Action Instantaneous Close (35 ft.) V, S PHB: p.300 School: Transmutation SR: Yes (object) Target: One Small wooden object/level, all within a 20-ft. radius Caster Level: 5 Effect: Bends wood [shaft, handle, door, plank]. 1 standard action 1 minute/level Touch V SC: p.240 School: Transmutation SR: No Target: Winged creature touched Caster Level: 5	School: Conjuration (Creation) Effect: Make ranged attack to hit, on hit deal 4d6 piercing de	Component - A drop of bitumen and a live spider, SR: No Image and threatens on 18-20. See text. SR: No SR: Yes [harmless] SR: Yes [harmless]	ure retains its Dexterity both of which must be 1 standard action Target: One or more single the standard action Target: One or more cintrol to the standard action Target: One or more cintrol to the standard action Target: One swarm of in the table below to see awing the swarm, table it still prevents spellea wely with weapons, but it still prevents spellea wely with weapons, but it still prevents appeared to the swarm to move the swarm	y bonus to Armor Class [if any] while climbin- eaten by the subject. Instantaneous streams of splinters 1 round/level [D] creatures, no two of which can be more than Concentration + 2 rounds bats, rats, or spiders e what sort of creature is summoned]. A cree is 1d4 points of damage +1 point per three or isting and concentration. The creatures' atta- fire and damaging area effects can force it a swarm immediately if appropriate to the se up to 30 feet per round [or 90 feet per round 10 minutes/level [D] 1 round 1 hour/level d	g, and opponents get n Close (35 ft.) Close (35 ft.) 30 ft. apart Close (35 ft.) ature in the swarm who aster levels. Spellcastin cks are nonmagical. D: to disperse. The swarm warm summoned. [For n dif she has summone Medium (150 ft.) Living creature touched	a climb speed of 20 te o special bonus to their V,S.M Caster Level: 5 V,S.M/DF Caster Level: 5 V,S.M/DF Caster Level: 5 takes no actions other g or concentrating on simage reduction, being disperses when tile has example, only lifers are d bats or beetles]. Area V,S.M Caster Level: 5 V Caster Level: 5 V,S.DF Caster Level: 5 V,S.DF	attacks against it. It SC: p.203 PHB: p.288 PHB: p.289 than fighting off the pells within the swarm is incorporeal, and other taken a total of 2 hit affected by a gust of ne Material Component. SC: p.217 SC: p.221
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□□□□□ Winter's Embrace	DC: 16, Fortitude negates	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.241
School: Evocation [Cold] Effect: Creature fails it's save takes 1d8 cold damage each	SR: Yes	Target: One creature			Caster Level: 5	
Wood Shape	DC: 16, Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	PHB: p.303
School: Transmutation	SR: Yes (object)	Target: One touched	piece of wood no larger than 10 cu. ft. + 1 ft	/level	Caster Level: 5	
Effect: Rearranges wooden objects to suit you.	DC: 16, Fortitude half	1 standard action	Instantaneous	Touch	V.S	CC: p 242
□□□□□ Wracking Touch	·	1 standard action	Instantaneous	Touch	*-	SC: p.243
School: Necromancy Effect: Deal 1d6 +1 per caster level [max +10] plus you get	SR: Yes sneak attack damage if you possess the ability.	Target: Creature toucl	ned		Caster Level: 5	
□□□□□Zone of Glacial Cold	DC: 16, Fort half	Standard Action	5 rounds	Medium (150 ft.)	V,S,M	FrstB: p.106
School: Conjuration [Cold]	SR: No	Target: 20-ftradius			Caster Level: 5	
Effect: Zone deals 1d6 cold damage each round.						
		LEVEL:	3			
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Air Breathing	DC: 17, Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	SC: p.8
School: Transmutation	SR: Yes [harmless]	Target: Living creature	es touched		Caster Level: 5	
Effect: Grants creatures the ability to breath air.	DC: 17, Will negates [harmless]	1 standard action	1 minute/level	Close (35 ft.)	V,S,DF	SC: p.9
□□□□□ Align Fang, Mass School: Transmutation	SR: Yes [harmless]		creatures, no two of which are more than 30		Caster Level: 5	30. p.s
Effect: Same as algin fang, but on multiple creatures.	SA. Tes [namiess]	rarger. One of more t	creatures, no two or which are more than 30	п. арап	Caster Level. 5	
□□□□□Alter Fortune		1 immediate action	Instantaneous	Close (35 ft.)	V,X	PHB II: p.101
School: Divination	SR: No	Target: One creature			Caster Level: 5	
Effect: Target must reroll any die roll it just made taking the	DC: 17, N/A	1 standard action	24 hours	Touch	V,S,M/DF	SC: p.17
School: Transmutation	SR: N/A	Target: One creature/			Caster Level: 5	
Effect: Attunes the affected creatures to the plane you are of	currently on, negating harmful effects.	_				
□□□□□ Bite of the Werewolf	DC: 17, N/A	1 standard action	1 round/level	Personal	V,S,M	SC: p.29
School: Transmutation Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural ar	SR: N/A	Target: You			Caster Level: 5	
Blindsight	DC: 17, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
School: Transmutation	SR: Yes [harmless]	Target: Creature touch			Caster Level: 5	
Effect: Grant blindsight to 30 ft.		, and the second				BUB 4:-
Call Lightning	DC: 17, Reflex half	1 round	1 minute/level	Medium (160 ft.)	V,S	PHB: p.207
School: Evocation [Electricity] Effect: Calls down one lightning bolt/level [max 10] over dur	SR: Yes ration [3d6 per holt] from sky: 3d10 in outdoors sto		30-ftlong vertical lines of lightning		Caster Level: 6	
Capricios Zephyr	DC: 17, None and Reflex partial; see text	1 standard action	1 round/level	Medium (150 ft.)	V,S	SC: p.43
School: Evocation [Air]	SR: Yes	Target: 5-ftdiameter			Caster Level: 5	
Effect: Ball of swirling dust and air that bull rush attacks with						
Charge of the Triceratops	DC: 17, Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	SC: p.45
School: Transmutation Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If	SR: Yes	Target: Living creature			Caster Level: 5	
Circle Dance	DC: 17, N/A	1 minute	Instantaneous	Personal	V,S	SC: p.46
School: Divination	SR: N/A	Target: You			Caster Level: 5	
Effect: Get direction and general status of a known target.	DC: 47 Fastituda manatas	4	4 and discolution	40.4	VCDE	00: - 50
Corona of Cold	DC: 17, Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	SC: p.52
School: Evocation [Cold]	SR: Yes	Target: 20-ftradius s		ne area	Caster Level: 5	
Effect: Gain fire resistance 10, and deal 1d12 damage to al						
Effect: Gain fire resistance 10, and deal 1d12 damage to al	Till your area or effect. Creatures so affected have	1 standard action	1 round/level	Medium (150 ft.)	V,S	SC: p.55
Creaking Cacophony School: Illusion (Figment) [Sonic]	SR: Yes		1 round/level		V,S Caster Level: 5	SC: p.55
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted.	1 standard action Target: 40-ftradius s	1 round/level pread	Medium (150 ft.)	Caster Level: 5	
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted. DC: 17, Will negates (harmless)	1 standard action Target: 40-ftradius s 1 standard action	1 round/level pread 1 hour/level [D] or until discharged		Caster Level: 5	SC: p.55 PHB II: p.107
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch	1 round/level pread 1 hour/level [D] or until discharged	Medium (150 ft.)	Caster Level: 5	
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch	1 round/level pread 1 hour/level [D] or until discharged	Medium (150 ft.)	Caster Level: 5	
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object]	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touck t or Listen check.	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous	Medium (150 ft.) Touch	Caster Level: 5 V,S,F Caster Level: 5	PHB II: p.107
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignored	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text.	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch t or Listen check. 1 standard action Target: One structure	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct	Medium (150 ft.) Touch Medium (150 ft.)	Caster Level: 5 V,S,F Caster Level: 5 V,S Caster Level: 5	PHB II: p.107 SC: p.56
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Comparison of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text	standard action Target: 40-ftradius s standard action Target: Creature touch tor Listen check. standard action Target: One structure Standard Action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous	Medium (150 ft.) Touch	Caster Level: 5 V,S,F Caster Level: 5 V,S Caster Level: 5 V,S	PHB II: p.107
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignored	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text.	standard action Target: 40-ftradius s standard action Target: Creature toucl tor Listen check. standard action Target: One structure Standard Action Target: Creature toucl	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed	Medium (150 ft.) Touch Medium (150 ft.) Touch	Caster Level: 5 V,S.F Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Comparison: Order of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, igno Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage.	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (lobject] rring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	standard action Target: 40-ftradius si standard action Target: Creature touch tor Listen check. standard action Target: One structure Standard Action Target: Creature touch Standard Action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D]	Medium (150 ft.) Touch Medium (150 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S V.S Caster Level: 5	PHB II: p.107 SC: p.56
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure Moderate Wounds School: Evocation [Light]	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d	Medium (150 ft.) Touch Medium (150 ft.) Touch	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5 V,S Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Comparison: Original Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage.	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No SR: No SR: No	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche and dim light for an add add amaged or destroye dedmaged or destroye dedmaged or destroye	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that 1 dby bright light. If daylight is cast on a sma	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright till öbject that is then pla	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V,S Caster Level: 5 Vis	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lie within the radius of this after proof covering, the
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. De	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No Is light as bright as full daylight in a 60-foot radius, and of adylight for the purposes of creatures that ar	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche and dim light for an add add amaged or destroye dedmaged or destroye dedmaged or destroye	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that 1 dby bright light. If daylight is cast on a sma	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright till öbject that is then pla	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V,S Caster Level: 5 Vis	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lie within the radius of this after proof covering, the
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Comparison: Original Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage.	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No Is light as bright as full daylight in a 60-foot radius, and of adylight for the purposes of creatures that ar	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche and dim light for an add add amaged or destroye dedmaged or destroye dedmaged or destroye	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that 1 dby bright light. If daylight is cast on a sma	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright till öbject that is then pla	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V,S Caster Level: 5 Vis	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lie within the radius of this after proof covering, the
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Chool: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels and Dehydrate School: Necromancy	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (lobject] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No s light as bright as full daylight in a 60-foot radius, int of daylight for the purposes of creatures that ar ylight brought into an area of magical darkness [o el, such as darkness.	standard action Target: 40-ftradius s standard action Target: Creature touch or Listen check. standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche and dim light for an ade de damaged or destroye vice versa] is tempora	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright II object that is then pla light conditions exist if	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 Ight also take them whice odd inside or under a light on the overlapping areas	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this ght-proof covering, the of effect. Daylight
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Close of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower level check the control of the country of the count	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (boject] pring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No s light as bright as full daylight in a 60-foot radius, int of daylight for the purposes of creatures that ar ylight brought into an area of magical darkness [o el, such as darkness.	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature toucl Standard Action Target: Object touche and dim light for an ade a damaged or destroye vice versa] is tempora 1 standard action Target: One living cre-	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that to drive bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous ature	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch ake penalties in bright III object that is then pla I light conditions exist is Medium (150 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 Ight also take them whiced inside or under a light the overlapping areas V.S.DF Caster Level: 5 Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this ght- proof covering, the of effect. Daylight SC: p.62
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: -2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Oures 2d8 +1/level [max +10] damage. Courted Thevel (max +10) damage. Effect: Oures 1d8/level (max +10) damage. Courted Thevel (max +10) damage.	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (object] uring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No s light as bright as full daylight in a 60-foot radius, and od daylight for the purposes of creatures that ary yight brought into an area of magical darkness [o el, such as darkness. DC: 17, Fortitude negates SR: Yes	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature toucl Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre- Standard Action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright II object that is then pla light conditions exist if	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 In the overlapping areas V.S.DF Caster Level: 5 V.S, DF Caster Level: 5 V.S, DF	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this ght-proof covering, the of effect. Daylight
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Close of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower level check the control of the country of the count	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (boject] pring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No s light as bright as full daylight in a 60-foot radius, int of daylight for the purposes of creatures that ar ylight brought into an area of magical darkness [o el, such as darkness.	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature toucl Standard Action Target: Object touche and dim light for an ade a damaged or destroye vice versa] is tempora 1 standard action Target: One living cre-	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that to drive bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous ature	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch ake penalties in bright III object that is then pla I light conditions exist is Medium (150 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 Ight also take them whiced inside or under a light the overlapping areas V.S.DF Caster Level: 5 Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this ght- proof covering, the of effect. Daylight SC: p.62
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Composition of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure Moderate Wounds School: Evocation (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cures 3d8 +1/level [max +10] damage. Cures 4d8 +1/level [max +10] damage.	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (object] uring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: No s light as bright as full daylight in a 60-foot radius, and od daylight for the purposes of creatures that ary yight brought into an area of magical darkness [o el, such as darkness. DC: 17, Fortitude negates SR: Yes	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature toucl Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre- Standard Action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that to drive bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous ature	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch ake penalties in bright III object that is then pla I light conditions exist is Medium (150 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 In the overlapping areas V.S.DF Caster Level: 5 V.S, DF Caster Level: 5 V.S, DF	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this ght- proof covering, the of effect. Daylight SC: p.62
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Transmutation Effect: Oures 2d8 +1/level [max +10] damage. Crumble School: Evocation (Healing) Effect: Colt. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. De counters or dispels any darkness spell of equal or lower level counters or dispels any darkness spell of equal or lower level [Effect: Deal 1d6 plus 1/3 caster levels [max +5]. Climber Crumbles (Index Plants) Chool: Transmutation Effect: Reduces size or blights growth of normal plants. Chool: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text C: 17, Will half (harmless); see text SR: Yes	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl or Listen check. 1 standard action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versa] is tempora 1 standard action Target: One living cre Standard Action Target: See text	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that if dby bright light. If daylight is cast on a smarily negated, so that the otherwise prevailing Instantaneous ature Instantaneous	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright III object that is then pla III glight conditions exist ii Medium (150 ft.) See text	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 He within the radius of this ght- proof covering, the of effect. Daylight SC: p.62 PHB: p.221
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: -2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels and the specific spell of the specific	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes SR: Yes SR: Yes SR: Yes	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Creature touch and dim light for an added damaged or destroye tive eversal is tempora 1 standard action Target: One living creature Standard Action Target: See text 1 round Target: One animal	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that if d by bright light. If daylight is cast on a sma rily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright II object that is then pla light conditions exist if Medium (150 ft.) See text Close (35 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S, DF Caster Level: 5 V.S, DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 ile within the radius of this sht- proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Reflex partial; see text	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl or Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre Standard Action Target: One living cre Standard Action Target: One living cre Standard Action Target: One one living cre Standard Action Target: One animal	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarlly negated, so that the otherwise prevailing Instantaneous atture Instantaneous 1 round/level Instantaneous	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright III object that is then pla III glight conditions exist ii Medium (150 ft.) See text	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S, DF Caster Level: 5 V.S, DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S, M	PHB II: p.107 SC: p.56 PHB: p.216 He within the radius of this ght- proof covering, the of effect. Daylight SC: p.62 PHB: p.221
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: -2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels and the specific spell of the specific	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes SR: Yes SR: Yes SR: Yes CC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Reflex partial; see text SR: Yes Light see text SR: Yes CC: 17, Reflex partial; see text SR: Yes Light see text SR: Yes Light see text SR: Yes Light see text SR: Yes Light see text Light see text SR: Yes Light see text Li	1 standard action Target: 40-ftradius si 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Object touche and dim light for an ade d damaged or destroye vice versa] is tempora 1 standard action Target: One living cree Standard Action Target: One living cree Standard Action Target: See text 1 round Target: One animal 1 standard action Target: Cylinder [20-ft [1d6] per 10 ft.].	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous Ins	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright till object that is then pla light conditions exist ii Medium (150 ft.) See text Close (35 ft.) Long (600 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.M Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 ile within the radius of this sht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Competence bonus to Listen and Spot checks or Crumble School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Crumble School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels (max +5). Crumble School: Nectromancy Effect: Deal 1d6 plus 1/3 caster levels [max +5]. Crumble School: Transmutation Effect: Reduces size or blights growth of normal plants. Crumble School: Evocation [Air] Effect: Subject animal obeys silent mental commands. Crumble School: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. The crumble School: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. The crumble School: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. The crumble School: Evocation [Air] Crumble School: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. The crumble School: Evocation [Air]	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spall gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes SR: Yes SR: Yes CC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Reflex partial; see text SR: Yes DC: 17, Reflex partial; see text SR: Yes DC: 17, Will negates [harmless]	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch or Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Creature touch and dim light for an added damaged or destroye tice versal is tempora 1 standard action Target: One living cre- Standard Action Target: One living cre- Standard Action Target: One animal 1 round 1 standard action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that if dy bright light, if daylight is cast on a smarly negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch take penalties in bright II object that is then pla light conditions exist if Medium (150 ft.) See text Close (35 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S. OF Caster Level: 5 V.S. OF Caster Level: 5 V.S.M Caster Level: 5 V.S.M	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 ile within the radius of this sht- proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224
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School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Competence bonus to Listen and Spot checks or Clerk: All who are in the effect have -4 to listen. Spellcaste Competence bonus to Listen and Spot checks or Clerk: All who are in the effect bear and Spot checks or Clerk: Transmutation Effect: Poel 1d8/level [max 10d8] damage to structure, ignored Competence bonus to Listen and Spot checks or Clerk: Cures 2d8 +1/level [max +10] damage. Cure Moderate Wounds School: Evocation [Light] Effect: Go-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels (School: Necromancy Effect: Deal 1d6 plus 1/3 caster levels [max +5]. Chool: Transmutation Effect: Reduces size or blights growth of normal plants. Chool: Enchantment (Compulsion) [Mind-Affecting] Effect: Subject animal obeys silent mental commands. Chool: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creature down 50 ft. or 100 ft. Till [Effect: Either send a flying creatur	SR: Yes s are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes (object] uring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates (harmless) SR: Yes SR: Yes DC: 17, Will negates (harmless) SR: Yes DC: 17, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) Udes creatures with the subtype of earth/stone, fail	1 standard action Target: 40-ftradius si 1 standard action Target: Creature toucle tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an ade de damaged or destroye vice versal is tempora 1 standard action Target: One living cre- Standard Action Target: See text 1 round Target: One animal 1 standard action Target: Cylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature ling onto stone]; see te 1 standard action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a sma ririly negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level e touched xt.	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch Touch Il object that is then pla glight conditions exist is Medium (150 ft.) See text Close (35 ft.) Long (600 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S. OF Caster Level: 5 V.S. OF Caster Level: 5 V.S. OF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this pht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: -2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure Moderate Wounds School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any d	SR: Yes s are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] sing hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] udes creatures with the subtype of earth/stone, fal DC: 17, Reflex half SR: Yes	1 standard action Target: 40-ftradius si 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an ade damaged or destroye vice versa] is tempora 1 standard action Target: One living cre- Standard Action Target: One animal 1 standard Action Target: One animal 1 standard action Target: Uplinder [20-ft] 1 dic per 10 ft.]. 1 standard action Target: Living creature ing onto stone]: see te 1 standard action Target: All creatures v	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that tid by bright light. If daylight is cast on a sma rily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level 1 touched xt. Instantaneous vithin a 20-ftradius burst centered on you	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch Touch Il object that is then pla glight conditions exist is Medium (150 ft.) See text Close (35 ft.) Long (600 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this pht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Competence bonus to Listen and Spot checks or Crumble School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Peal Id8/level [max 10d8] damage to structure, ignor Crumble School: Transmutation Effect: Cures 2d8 +1/level [max +10] damage. Crumble School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels (max +5). Crumble School: Necromancy Effect: Deal 1d6 plus 1/3 caster levels [max +5]. Crumble School: Transmutation Effect: Reduces size or blights growth of normal plants. Chool: Transmutation Effect: Subject animal obeys silent mental commands. Chool: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. Transmutation Effect: Sther send a flying creature down 50 ft. or 100 ft. Transmutation [Earth] Chool: Evocation [Air] Effect: Either send a flying creature down 50 ft. or 100 ft. Transmutation [Earth] Chool: Evocation [Earth] Effect: Earth and stone damage is treated as nonlethal [inci- Chool: Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Effect: Choose a energy type and it causes 1d8 +1/caster leffect: Effect: Choose a energy type and it causes 1d8 +1/caster leffect: Effect: Subject animal obeys and it causes 1d8 +1/caster leffect: Energy Vortex	SR: Yes s are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] sing hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates [harmless] SR: Yes [harmless] udes creatures with the subtype of earth/stone, fal DC: 17, Reflex half SR: Yes	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch tor Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Creature touch and dim light for an add e damaged or destroye vice versal is tempora 1 standard action Target: One living cre. Standard Action Target: One living cre. Standard Action Target: See text 1 round 1 standard action Target: Cylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature in the proper standard action Target: Living creature in standard action Target: Living creature in standard action Target: Living creature in standard action Target: All creatures v 1 forgoe a save and tak	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that tid by bright light. If daylight is cast on a sma rily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level 1 touched xt. Instantaneous vithin a 20-ftradius burst centered on you	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch Touch Il object that is then pla glight conditions exist is Medium (150 ft.) See text Close (35 ft.) Long (600 ft.)	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 Ille within the radius of this sht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.81
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Crown of Clarity School: Divination Effect: -2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Cure Moderate Wounds School: Evocation [Light] Effect: 60-ft. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the property of the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever considered to the covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any darkness spell of equal or lower lever covering is removed. Decounters or dispels any d	SR: Yes ss are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates [harmless] SR: Yes (harmless)] Under the ground C: 17, Will negates [harmless] SR: Yes (harmless)] Under the ground C: 17, Will negates [harmless] SR: Yes (harmless)] Under the ground C: 17, Will negates [harmless] SR: Yes [harmless] Under the ground C: 17, Will negates [harmless] SR: Yes [harmless] Under the ground C: 17, Will negates [harmless] SR: Yes [harmless] Under the ground C: 17, Will negates [harmless] SR: Yes [harmless] Under the ground C: 17, Will negates [harmless] Under the ground C: 17, Feffex half SR: Yes [harmless]	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versa] is tempora 1 standard action Target: One living cre Standard Action Target: One niiving cre Standard Action Target: One animal 1 standard action Target: Cylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature tinds per 1 see te 1 standard action Target: Living creature tinds per 1 see te 1 standard action Target: Living creature tinds per 1 see te 1 standard action Target: All creatures v 1 forgoe a save and tak 1 swift action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that is dby bright light. If daylight is cast on a smarlly negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level touched xt. Instantaneous within a 20-ftradius burst centered on you et the damage as well. 1 round/level [D]	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright II object that is then pla Iight conditions exist if Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft.	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.C Caster Level: 5 V.S.C Caster Level: 5 V.S.C Caster Level: 5 V.S.C Caster Level: 6	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this pht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes s are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates [harmless] SR: Yes (harmless] udes creatures with the subtype of earth/stone, fal DC: 17, Reflex half SR: Yes [harmless] udes creatures with the subtype of earth/stone, fal DC: 17, Fortitude negates [harmless, object] SR: Yes [harmless]	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch or Listen check. 1 standard action Target: One structure Standard Action Target: Creature touch Standard Action Target: Object touche and dim light for an ade damaged or destroye vice versal js tempora 1 standard action Target: One living cre- Standard Action Target: See text 1 round 1 standard action Target: Cylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action Target: All creatures w 1 forgoe a save and tak 1 swift action Target: Quarterstaff to an additional 2d6 dam additional 2d6 dam	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level et ouched st. Instantaneous within a 20-ftradius burst centered on you et he damage as well. 1 round/level [D] buched lage for grapple [lethal or nonlethal]; see tex	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright li object that is then pla light conditions exist in Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft.	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S., DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 6 V.S.F Caster Level: 6	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 lle within the radius of this sht- proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.81
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text DC: 17, Will half (harmless); see text SR: Yes SR: Yes SR: Yes CD: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes CD: 17, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] Udes creatures with the subtype of earth/stone, fal DC: 17, Reflex half SR: Yes evel [max.+20]. You may double the damage if you DC: 17, Fortitude negates [harmless,object] SR: Yes [harmless] udes creatures with the subtype of earth/stone, fal DC: 17, Fortitude negates [harmless,object] SR: Yes [harmless] udes creatures with the grapple check. Deals	1 standard action Target: 40-ftradius s 1 standard action Target: Creature touch of Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an ade damaged or destroye vice versal js tempora 1 standard action Target: One living cre- Standard Action Target: One living cre- Standard Action Target: One animal 1 standard action Target: Lylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature ing onto stone]: see ne 1 standard action Target: All creatures v 1 forgoe a save and tak 1 swift action Target: Quarterstaff te an additional 2d6 dam 1 standard action	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that it dby bright light. If daylight is cast on a smarrily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level et ouched xt. Instantaneous within a 20-ftradius burst centered on you et the damage as well. 1 round/level [D]	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch ake penalties in bright III object that is then pla I light conditions exist it Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft.	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.C Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 5 V.S.M	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 Ille within the radius of this sht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.81
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates (harmless) SR: Yes DC: 17, Will negates (harmless) SR: Yes (harmless) udes creatures with the subtype of earth/stone, fall DC: 17, Reflex half SR: Yes sevel [max +20]. You may double the damage if you DC: 17, Fortitude negates [harmless,object] SR: Yes [harmless] grapple as a free action, +8 grapple check. Deals SR: Yes [harmless] grapple as a free action, +8 grapple check. Deals	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre Standard Action Target: One animal 1 standard action Target: One animal 1 standard action Target: Living creature ling onto stone]: see tex 1 standard action Target: Living creature ling onto stone]: see tex 1 standard action Target: All creatures v 1 forgoe a save and tak 1 swift action Target: Quarterstaff to an additional 266 dam 1 standard action Target: Quarterstaff to an additional 266 dam 1 standard action Target: Quarterstaff to an additional 266 dam 1 standard action Target: You	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level et ouched xt. Instantaneous within a 20-ftradius burst centered on you et the damage as well. 1 round/level [D] buched age for grapple [lethal or nonlethal]; see tex 1 round/level	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright III object that is then pla III glight conditions exist ii Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft. Touch	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 5 V.S.M	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 Ile within the radius of this ght- proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.81 SC: p.83 PHB II: p.113
School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste	SR: Yes ss are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates [harmless] SR: Yes (harmless] SR: Yes (harmless) DC: 17, Reflex partial; see text SR: Yes (harmless) SR: Yes (harmless) UC: 17, Reflex half SR: Yes SR: Yes (harmless) UC: 17, Fortitude negates [harmless, object] SR: Yes [harmless] UC: 17, Fortitude negates [harmless, object] SR: Yes [harmless] GR: Yes [harmless]	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre Standard Action Target: One living cre Standard Action Target: One animal 1 standard action Target: Cylinder [20-ft [1d6 per 10 ft.]. 1 standard action Target: Living creature Independent of the company of the company Target: All creatures v forgoe a save and tak 1 swift action Target: Quarterstaff to an additional 2d6 dam 1 standard action Target: You 1 range using your bas	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that is dby bright light. If daylight is cast on a smarlly negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level touched xt. Instantaneous within a 20-ftradius burst centered on you e the damage as well. 1 round/level [D] puched lage for grapple [lethal or nonlethal]; see tex 1 round/level e attack bonus and Str Modifier. Bludgeoning the service of the service	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright II object that is then pla II gight conditions exist if Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft. Touch t Personal	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S. Caster Level: 5 V.S.M Caster Level: 5 V.S.M Caster Level: 5 V.S.F Caster Level: 5 V.S.F Caster Level: 5 V.S.F Caster Level: 5 V.S.M Caster Level: 5	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 Ide within the radius of this sht-proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.83 PHB II: p.113 n +4 bonus on Climb
Creaking Cacophony School: Illusion (Figment) [Sonic] Effect: All who are in the effect have -4 to listen. Spellcaste Clown of Clarity School: Divination Effect: +2 competence bonus to Listen and Spot checks or Crumble School: Transmutation Effect: Deal 1d8/level [max 10d8] damage to structure, ignor Cure Moderate Wounds School: Conjuration (Healing) Effect: Cures 2d8 +1/level [max +10] damage. Chool: Evocation [Light] Effect: Out. radius of bright light., The object touched shed magical light. Despite its name, this spell is not the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels constant to the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels constant to the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels constant to the equivale spell's effects are blocked until the covering is removed. Decounters or dispels any darkness spell of equal or lower levels. Chool: Necromancy Effect: Deal 1d6 plus 1/3 caster levels [max +5]. Chool: Transmutation Effect: Subject animal obeys silent mental commands. Chool: Evocation [Air] Choose: School: Alight of the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and to auses 1d8 +1/caster levels for the equivalent darkness and the equival	SR: Yes rs are distracted. DC: 17, Will negates (harmless) SR: Yes (harmless) if subject discharges spell gain +8 on a single Spc DC: 17, Fortitude half [object] SR: Yes [object] ring hardness; see text. DC: 17, Will half (harmless); see text SR: Yes DC: 17, Fortitude negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates SR: Yes DC: 17, Will negates (harmless) SR: Yes DC: 17, Reflex partial; see text SR: Yes (harmless) udes creatures with the subtype of earth/stone, fat DC: 17, Reflex half SR: Yes avel [max +20]. You may double the damage if you DC: 17, Fortitude negates [harmless,object] SR: Yes [harmless] grapple as a free action, +8 grapple check. Deals SR: free action direct each one to attack an opponent if DC: 17, N/A	1 standard action Target: 40-ftradius s 1 standard action Target: Creature toucl tor Listen check. 1 standard action Target: One structure Standard Action Target: One structure Standard Action Target: Object touche and dim light for an adie damaged or destroye vice versal is tempora 1 standard action Target: One living cre Standard Action Target: One living cre Standard Action Target: One animal 1 standard action Target: One animal 1 standard action Target: Living creature ling onto stone]: see te 1 standard action Target: All creatures v 1 forgoe a save and tak 1 swift action Target: Quarterstaff to an additional 2d6 action Target: You In range using your bas 1 round	1 round/level pread 1 hour/level [D] or until discharged hed Instantaneous or construct Instantaneous hed 10 minutes/level [D] d ditional 60 feet beyond that. Creatures that id by bright light. If daylight is cast on a smarily negated, so that the otherwise prevailing Instantaneous ature Instantaneous 1 round/level Instantaneous 1 radius, 100 ft. high] 1 minute/level et ouched xt. Instantaneous within a 20-ftradius burst centered on you et the damage as well. 1 round/level [D] buched age for grapple [lethal or nonlethal]; see tex 1 round/level	Medium (150 ft.) Touch Medium (150 ft.) Touch Touch Touch take penalties in bright III object that is then pla III glight conditions exist ii Medium (150 ft.) See text Close (35 ft.) Long (600 ft.) Touch 20 ft. Touch	Caster Level: 5 V.S.F Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S., DF Caster Level: 5 V.S., M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 5 V.S.M Caster Level: 5 V.S.M.F	PHB II: p.107 SC: p.56 PHB: p.216 PHB: p.216 Ile within the radius of this ght- proof covering, the of effect. Daylight SC: p.62 PHB: p.221 PHB: p.224 SC: p.72 SC: p.76 SC: p.81 SC: p.83 PHB II: p.113
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		Druia Spe	113			
□□□□□ Forestfold	DC: 17, N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.98
School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Effect: Grants +10 competence bonus on Hide and Move S	ilently checks.	1 swift action	1 round/level	Personal	V,S,M	SC: p.105
Giant's Wrath				Personal		SC: p.105
School: Transmutation [Earth] Effect: Pebbles become boulders; see text	SR: No	Target: One pebble/3	levels		Caster Level: 5	
Girallon's Blessing	DC: 17, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.106
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 5	
Effect: Gain an additional pair of arms; see text						
□□□□□ Heatstroke	DC: 17, Fortitude partial	1 standard action	Instantaneous	Medium (150 ft.)	V,S	SC: p.113
School: Transmutation	SR: Yes [harmless]	Target: One Creature			Caster Level: 5	
Effect: Target becomes fatigued [if fatigued it becomes exh	austed], takes 2d6 nonlethal heat [with or without s DC: 17, Fortitude partial	ave]. 1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.118
Hypothermia	•		Instantaneous	Close (33 II.)		3C. p. 116
School: Evocation [Cold] Effect: Deals 1d6 per caster level [max 10d6] and becomes	SR: Yes fatigued. Save halves damage and negates fatigued.	Target: One creature			Caster Level: 5	
lcelance	DC: 17, Fortitude partial	1 standard action	Instantaneous	Medium (150 ft.)	V,S,F	SC: p.119
School: Conjuration (Creation)	SR: Yes	Target: One lance of ic	ce		Caster Level: 5	
Effect: Creates an ice lance; ranged touched attack at +4, if						
□□□□□ Infestation of Maggots	DC: 17, Fortitude negates	1 standard action	1 round/2 levels	Touch	V,S,M	SC: p.123
School: Necromancy	SR: Yes	Target: Creature touch	ned		Caster Level: 5	
Effect: Deal 1d4 constitution per round. Save ends the spel	and the effect. DC: 17, Will negates [harmless]	1 standard action	10 minutes/level	Close (35 ft.)	V,S	SC: p.127
Jagged Tooth						30. μ. 12 <i>1</i>
School: Transmutation Effect: Doubles the critical threat range of one natural weap	SR: Yes [harmless]	rarget: One natural siz	ashing or piercing weapon of target creature	ss.	Caster Level: 5	
Lion's Charge	DC: 17, N/A	1 swift action	1 round	Personal	V	SC: p.133
School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Effect: Gain pounce ability [make full attack after a charge].						
□□□□ Magic Fang, Greater	DC: 17, Will negates (harmless)	Standard Action	1 hour/level	Close (35 ft.)	V,S, DF	PHB: p.250
School: Transmutation	SR: Yes (harmless)	Target: One living crea	ature		Caster Level: 5	
Effect: One natural weapon of subject creature gets +1 on a	ittack and damage rolls.	Standard Action	10 minutes/love!	Pareanal	VS DE	DHB: p. 252
Meld into Stone	00 N	Standard Action	10 minutes/level	Personal	V,S, DF	PHB: p.252
School: Transmutation [Earth] Effect: You and your gear merge with stone.	SR: No	Target: You			Caster Level: 5	
□□□□ Nature's Balance	DC: 17, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.145
School: Transmutation	SR: Yes [harmless]	Target: Creature touch			Caster Level: 5	
Effect: Take -4 to one ability score [Str, Dex, Con] and targe		g Oroacaro todol				
□□□□□ Nature's Rampart		10 minutes	Instantaneous	Medium (150 ft.)	V,S,F	SC: p.146
School: Transmutation	SR: No	Target: Structure up to	40 ft. square		Caster Level: 5	
Effect: Shapes natural setting into a formidable defense.						BUB
□□□□ Neutralize Poison	DC: 17, Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.257
School: Conjuration (Healing)	SR: Yes (harmless, object)	Target: Creature or ob	ject of up to 1 cu. ft./level. touched		Caster Level: 5	
Effect: Immunizes subject against poison, detoxifies venom	in or on subject.	Standard Action	Instantaneous	See text	V,S, DF	PHB: p.262
School: Transmutation	SR: No	Target: See text	motal named c	COO TOXI	Caster Level: 5	1 115. p.202
Effect: Grows vegetation, improves crops.	Sr. No	rarget. See text			Caster Level. 5	
□□□□ Poison	DC: 17, Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	PHB: p.262
School: Necromancy	SR: Yes	Target: Living creature	e touched		Caster Level: 5	
Effect: Touch deals 1d10 Con damage, repeats in 1 minute						
□□□□□ Primal Form	DC: 17, N/A	1 standard action	1 minute/level	Personal	V,S,DF	SC: p.161
School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Effect: You assume the physical appearance and many of t	ne qualities and abilities of a chosen elemental [fire DC: 17, Fortitude negates (harmless)	e, water, earth, air]; see Standard Action	text 10 minutes/level or until discharged	Touch	V,S, DF	PHB: p.266
DEDED Drotaction from Engrave		Stariuaru Action	10 minutes/level of until discharged	Touch	V,O, DI	FTIB. p.200
Protection from Energy		T			Contant such 5	
School: Abjuration	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 5	
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or	SR: Yes (harmless)	Target: Creature touch	Instantaneous	Medium (150 ft.)	Caster Level: 5 V,S, DF	PHB: p.267
School: Abjuration	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object)	Standard Action	Instantaneous	Medium (150 ft.)		PHB: p.267
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object)	Standard Action Target: 20-ft. cube/leve	Instantaneous el [S] or one fire-based magic item		V,S, DF Caster Level: 5	
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from on Quench School: Transmutation	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object)	Standard Action	Instantaneous	Medium (150 ft.) Personal	V,S, DF	PHB: p.267 SC: p.164
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object)	Standard Action Target: 20-ft. cube/leve	Instantaneous el [S] or one fire-based magic item		V,S, DF Caster Level: 5	
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A	Standard Action Target: 20-ft. cube/level 1 standard action Target: You	Instantaneous el [S] or one fire-based magic item 1 round/level	Personal	V,S, DF Caster Level: 5 V,S Caster Level: 5	SC: p.164
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 148 or thrown range 10 ft; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless)	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous		V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S	
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Effect: Quills inflict 1d8 or thrown range 10 ft; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A	Standard Action Target: 20-ft. cube/level 1 standard action Target: You	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous	Personal	V,S, DF Caster Level: 5 V,S Caster Level: 5	SC: p.164
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless)	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous	Personal	V,S, DF Caster Level: 5 V,S Caster Level: 5 V,S	SC: p.164
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Effect: Quills inflict 1d8 or thrown range 10 ft; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level	Personal Touch Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5	SC: p.164 PHB: p.271
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from on Cliffect: Absorb 12 points of damage/level [max 120] from on Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cliffect: Curls manufacture fires or one magic item.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous	Personal Touch Close (35 ft.) t. apart	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level	Personal Touch Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S,DF	SC: p.164 PHB: p.271
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from on Cliffect: Absorb 12 points of damage/level [max 120] from on Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cliffe	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 f	Personal Touch Close (35 ft.) t. apart Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Company of the Company	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. agency in two of which are more than 30 ft. agency in two of which are more than 30 ft. agency in the standard in the standar	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S,DF Caster Level: 5 V.S,DF Caster Level: 5 Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Quench School: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 148 or thrown range 10 ft; see text. Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Green Conference of the Conference of t	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: Yes	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 f	Personal Touch Close (35 ft.) t. apart Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S.DF	SC: p.164 PHB: p.271 SC: p.174
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or cliffect: Absorb 12 points of damage/level [max 120] from or cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cuill similated 1d8 or thrown range 10 ft; see text. Cliffect: Cures all diseases affecting subject. Effect: Cures all diseases affecting subject. Cliffect: As resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or cliffect: Affect creatures sink 100 ft./round; see text. Cliffect: Affect creatures sink 100 ft./round; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates	Standard Action Target: 20-ft. cube/leve 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. agency in two of which are more than 30 ft. agency in two of which are more than 30 ft. agency in the standard in the standar	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S,DF Caster Level: 5 V.S,DF Caster Level: 5 Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or compared to the	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: Yes	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. agency in two of which are more than 30 ft. agency in two of which are more than 30 ft. agency in the standard in the standar	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S.DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or cliffect: Absorb 12 points of damage/level [max 120] from or cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cuill similated 1d8 or thrown range 10 ft; see text. Cliffect: Cures all diseases affecting subject. Effect: Cures all diseases affecting subject. Cliffect: As resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or cliffect: Affect creatures sink 100 ft./round; see text. Cliffect: Affect creatures sink 100 ft./round; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: Yes	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Cylinder 40	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S,DF Caster Level: 5 V.S,DF Caster Level: 5 V.S,M/DF Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or compared to the	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [Narmless] SR: Yes SR: No DC: 17, Will negates SR: No DC: 17, N/A SR: N/A	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Cylinder 40 1 standard action Target: You	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round/level 1 round/level 1 round/level 1 round/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S,DF Caster Level: 5 V.S,DF Caster Level: 5 V.S,M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. Caster Level: 5 Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Cliffect: Absorb 12 points of damage/level [max 120] from or Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Caulilis inflict 1d8 or thrown range 10 ft; see text. Climinal Remove Disease School: Conjuration (Healing) Effect: Curse all diseases affecting subject. Cliffect: Curse all diseases affecting subject. Cliffect: As resist energy, except that it affects all targeted on Cliffect: Affect creatures sink 100 ft./round; see text. Cliffect: Affect creatures sink 100 ft./round; see text. Chool: Conjuration (Creation) [Cold] Effect: Hampers vision and movement. Cliffect: Turns one of your arms into a venomous snake; see Cliffect: Turns one of your arms into a venomous snake; see	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [Narmless] SR: Yes SR: No DC: 17, Will negates SR: No DC: 17, N/A SR: N/A	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l Standard Action Target: Cylinder 40 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or General Content of the Content o	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [Narmless] SR: Yes SR: No DC: 17, Will negates SR: No DC: 17, N/A SR: N/A	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round/level 1 round/level 1 round/level 1 round/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Clifect: Absorb 12 points of damage/level [max 120] from or Clifect: Extinguishes nonmagical fires or one magic item. Clifect: Extinguishes nonmagical fires or one magic item. Clifect: Quills inflict 1d8 or thrown range 10 ft; see text. Clifect: Quills inflict 1d8 or thrown range 10 ft; see text. Clifect: Cures all diseases affecting subject. Clifect: Cures all diseases affecting subject. Clifect: Cures all diseases affecting subject. Clifect: Assist Energy, Mass School: Abjuration Effect: Affect creatures sink 100 ft./round; see text. Clifect: Affect creatures sink 100 ft./round; see text. Clifect: Hampers vision and movement. Clifect: Hampers vision and movement. Clifect: Turns one of your arms into a venomous snake; see Chool: Transmutation Effect: Transmutation Effect: Transmutation Effect: Transmutation Effect: Transmutation Effect: Creates a magic booby trap.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) DC: 17, Will negates SR: Yes SR: No DC: 17, Will negates SR: No SR: No SR: No	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched nonm	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve	V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Clifect: Absorb 12 points of damage/level [max 120] from or Clifect: Absorb 12 points of damage/level [max 120] from or Clifect: Extinguishes nonmagical fires or one magic item. Clifect: Caullis inflict 1d8 or thrown range 10 ft; see text. Climan Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Clifect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all targeted or Clifect: As resist energy, except that it affects all	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes [harmless] SR: Yes [harmless] DC: 17, Will negates SR: No DC: 17, W/A SR: N/A text. SR: No DC: 17, Will negates [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Yolinder 40 1 standard action Target: You 3 rounds Target: Touched norm 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Cliffect: Absorb 12 points of damage/level [max 120] from or Cliffect: Absorb 12 points of damage/level [max 120] from or Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cures all diseases Cschool: Conjuration (Healing) Effect: Cares all diseases affecting subject. Cliffect: As resist energy, Mass School: Abjuration Effect: Affect reatures sink 100 ft./round; see text. Cliffect: Affect creatures sink 100 ft./round; see text. Cliffect: Hampers vision and movement. Cliffect: Transmutation Effect: Transmutation Effect: Creates a magic booby trap. Cliffect: Creates a magic booby trap. Cliffect: Transmutation Effect: Creates a magic booby trap. Cliffect: Transmutation Effect: Transmutation	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) DC: 17, Will negates SR: Yes SR: No DC: 17, Will negates SR: No SR: No SR: No	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Yolinder 40 1 standard action Target: You 3 rounds Target: Touched norm 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.)	V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from on Effect: Absorb 12 points of damage/level [max 120] from on Certification Community of the Community of the Certification Certificatio	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes [harmless] SR: Yes [harmless] DC: 17, Will negates SR: No DC: 17, W/A SR: N/A text. SR: No DC: 17, Will negates [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: Yolinder 40 1 standard action Target: You 3 rounds Target: Touched norm 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Clerch: Absorb 12 points of damage/level [max 120] from or Clerch: Absorb 12 points of damage/level [max 120] from or Clerch: Absorb 12 points of damage/level [max 120] from or Clerch: Clerch	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes [harmless] SR: Yes [harmless] DC: 17, Will negates SR: No DC: 17, W/A SR: N/A text. SR: No DC: 17, Will negates [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l 5 standard Action Target: Cylinder 40 1 standard Action Target: You 3 rounds Target: Touched nonm 1 standard action Target: Touched nonm 1 standard action Target: One creature/l	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round/level 1 round/level 1 round/level 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S, Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Effect: Absorb 12 points of damage/level [max 120] from or Check the Company of the Check the Che	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: Yes SR: No DC: 17, Will negates SR: N/A text. SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le 1 standard Action Target: Cylinder 40 1 standard Action Target: You 3 rounds Target: Touched nonm 1 standard action Target: Touched nonm 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: You	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap 1 minute/level	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S.Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Effect: Absorb 12 points of damage/level [max 120] from or Check: Absorb 12 points of damage/level [max 120] from or Check: Extinguishes nonmagical fires or one magic item. Check: Extinguishes nonmagical fires or one magic item. Check: Check: Extinguishes nonmagical fires or one magic item. Effect: Check: Check	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l Standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched norm 1 standard action Target: One creature/l Standard action Target: One creature/l Standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round/level 1 round/level 1 round/level 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S. Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Effect: Absorb 12 points of damage/level [max 120] from or Check: Absorb 12 points of damage/level [max 120] from or Check: Extinguishes nonmagical fires or one magic item. Check: Extinguishes nonmagical fires or one magic item. Check: Check: Extinguishes nonmagical fires or one magic item. Effect: Check: Extinguishes nonmagical fires or one magic item. Effect: Check: Check: Check: Extinguishes Effect: Check: Extinguishes Effect: Check: Extinguishes Effect: Check: Extinguishes Effect: Extinguishes Effect: Extinguishes Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: Hampers vision and movement. Chool: Transmutation Effect: Turns one of your arms into a venomous snake; see Chool: Transmutation Effect: Turns one of your arms into a venomous snake; see Chool: Transmutation Effect: Same as Snowshoes, except as noted. Chool: Turns one of your arms into a venomous snake; see Chool: Transmutation Effect: You can talk to normal plants and plant creatures.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: No DC: 17, Will negates [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: You 3 rounds Target: Touched nonr 1 standard action Target: Touched nonr 1 standard action Target: One creature/le Standard Action Target: You 1 standard action Target: Creature louch	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap 1 minute/level 1 minute/level	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S.Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Defect: Absorb 12 points of damage/level [max 120] from or Defect: Absorb 12 points of damage/level [max 120] from or Defect: Extinguishes nonmagical fires or one magic item. Defect: Extinguishes nonmagical fires or one magic item. Effect: Cuillis inflict 1d8 or thrown range 10 ft; see text. Defect: Conjuration (Healing) Effect: Conjuration (Healing) Effect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Defect: Affect creatures sink 100 ft/round; see text. Defect: Affect creatures sink 100 ft/round; see text. Defect: Affect creatures sink 100 ft/round; see text. Effect: Affect resultines sink 100 ft/round; see text. Defect: Affect or Conjuration (Creation) [Cold] Effect: Hampers vision and movement. Defect: Transmutation Effect: Transmutation Effect: Creates a magic booby trap. Defect: Transmutation Effect: Same as Snowshoes, except as noted. Defect: Same as Snowshoes, except as noted. Effect: You can talk to normal plants and plant creatures. Defect: Transmutation Effect: You can talk to normal plants and plant creatures. Defect: Grants recipient +1 to natural AC, +1 save against p	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 17, Will negates SR: No DC: 17, N/A SR: N/A text. SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l 2 standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: Touched nonn 1 standard action Target: Creature (I) Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature touch caster levels [max +5].	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 1 minute/level	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Defect: Absorb 12 points of damage/level [max 120] from or Defect: Absorb 12 points of damage/level [max 120] from or Defect: Extinguishes nonmagical fires or one magic item. Defect: Extinguishes nonmagical fires or one magic item. Effect: Extinguishes nonmagical fires or one magic item. Effect: Curle all diseases affecting subject. Effect: Cures all diseases affecting subject. Effect: Cures all diseases affecting subject. Effect: As resist energy, except that it affects all targeted or Defect: As resist energy, except that it affects all targeted or Defect: Affect creatures sink 100 ft./round; see text. Effect: Affect creatures sink 100 ft./round; see text. Effect: Hampers vision and movement. Effect: Hampers vision and movement. Effect: Transmutation Effect: Creates a magic booby trap. Effect: Transmutation Effect: Same as Snowshoes, except as noted. Effect: Tou can talk to normal plants and plant creatures. Effect: You can talk to normal plants and plant creatures. Effect: Grants recipient +1 to natural AC, +1 save against p	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 17, Will negates SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] Jison and +1 bonus to Hide checks for every three DC: 17, Reflex partial	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l 1 standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: You 1 standard action Target: Creature touch caster levels [max +5]. Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 10 minutes/level 10 minutes/level 11 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.MDF Caster Level: 5 V.S. DF Caster Level: 5 V.S. MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Effect: Absorb 12 points of damage/level [max 120] from or Check: Absorb 12 points of damage/level [max 120] from or Check: Extinguishes nonmagical fires or one magic item. Check: Extinguishes nonmagical fires or one magic item. Check:	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l 2 standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: Touched nonn 1 standard action Target: Creature (I) Standard Action Target: You 1 standard action Target: You 1 standard action Target: Creature touch caster levels [max +5].	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 10 minutes/level 10 minutes/level 11 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202
School: Abjuration Effect: Absrob 12 points of damage/level [max 120] from or Dischool: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Dischool: Transmutation Effect: Quillis inflict 1d8 or thrown range 10 ft; see text. Dischool: Transmutation Effect: Quillis inflict 1d8 or thrown range 10 ft; see text. Effect: Quillis inflict 1d8 or thrown range 10 ft; see text. Effect: Quillis inflict 1d8 or thrown range 10 ft; see text. Effect: Care all diseases affecting subject. Effect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: Creates and paint or Effect: Creates a magic booby transmutation Effect: Transmutation Effect: Same as Snowshoes, except as noted. Effect: You can talk to normal plants and plant creatures. School: Transmutation Effect: Grants recipient +1 to natural AC, +1 save against p Chool: Transmutation Effect: Creatures in area take 1d4 damage, may be slowed	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/l 1 standard action Target: One creature/l 1 standard Action Target: Cylinder 40 1 standard action Target: You 3 rounds Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: Touched nonn 1 standard action Target: One creature/l Standard Action Target: You 1 standard action Target: Creature touch caster levels [max +5]. Standard Action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 10 minutes/level 10 minutes/level 11 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.MDF Caster Level: 5 V.S. DF Caster Level: 5 V.S. MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.MDF Caster Level: 5 V.S.DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Dischool: Transmutation Effect: Extinguishes nonmagical fires or one magic item. Quillfire School: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Chool: Transmutation Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Effect: Cures all diseases affecting subject. Effect: Cures all diseases affecting subject. Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: As resist energy, except that it affects all targeted or Effect: Areas and the except as a not except as a constant of the except as a constant or except as a constan	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: You 3 rounds Target: Touched norm 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: You 1 standard action Target: You 1 standard Action Target: Creature touch caster levels [max +5]. Standard Action Target: 20-ft. squares/	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 1 minute/level 1 hour/level [D] level 1 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal Touch Medium (150 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. M/DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202 PHB: p.283
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Cliffect: Absorb 12 points of damage/level [max 120] from or Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Quills inflict 1d8 or thrown range 10 ft; see text. Cliffect: Quills inflict 1d8 or thrown range 10 ft; see text. Cliffect: Cullis inflict 1d8 or thrown range 10 ft; see text. Cliffect: Cures all diseases affecting subject. Cliffect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: Hampers vision and movement. Cliffect: Transmutation Effect: Turns one of your arms into a venomous snake; see Cliffect: Same as Snowshoes, except as noted. Cliffect: Same as Snowshoes, except as noted.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] adures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: Touched nonr 1 standard action Target: Touched nonr 1 standard action Target: One creature/le Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch caster levels [max +5]. Standard Action Target: 20-ft. squares/ 1 standard action Target: Wooden weap	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap 1 minute/level 10 minutes/level 11 hour/level [D] level 11 hour/level [D] level 11 hour/level [D] level 11 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal Touch Medium (150 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5 V.S.M/DF Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202 PHB: p.283 SC: p.202
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Effect: Absorb 12 points of damage/level [max 120] from or Celect: Absorb 12 points of damage/level [max 120] from or Celect: Absorb 12 points of damage/level [max 120] from or Celect: Absorb 12 points of Celect: Abjuration Effect: Celect: Affect creatures sink 100 ft./round; see text.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] adures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/levi 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: You 3 rounds Target: Touched norm 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: You 1 standard action Target: You 1 standard Action Target: Creature touch caster levels [max +5]. Standard Action Target: 20-ft. squares/	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ag 1 round evel, no two of which are more than 30 ft. ag 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ag 1 minute/level 1 minute/level 1 hour/level [D] level 1 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal Touch Medium (150 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. DF Caster Level: 5 V.S. M/DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202 PHB: p.283
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Clifect: Absorb 12 points of damage/level [max 120] from or Clifect: Extinguishes nonmagical fires or one magic item.	SR: Yes (harmless) e kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] adures. DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] SR: No DC: 17, Will negates [harmless] SR: Yes [harmless]	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le Standard Action Target: One creature/le Standard Action Target: Touched nonr 1 standard action Target: Touched nonr 1 standard action Target: One creature/le Standard Action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch caster levels [max +5]. Standard Action Target: 20-ft. squares/ 1 standard action Target: Wooden weap	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap 1 minute/level 10 minutes/level 11 hour/level [D] level 11 hour/level [D] level 11 hour/level [D] level 11 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal Touch Medium (150 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF I Caster Level: 5 V.S. Caster Level: 5 V.S.M/DF Caster Level: 5	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202 PHB: p.283 SC: p.202
School: Abjuration Effect: Absorb 12 points of damage/level [max 120] from or Cliffect: Absorb 12 points of damage/level [max 120] from or Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Extinguishes nonmagical fires or one magic item. Cliffect: Cuills inflict 1d8 or thrown range 10 ft; see text. Coulls inflict 1d8 or thrown range 10 ft; see text. Effect: Quills inflict 1d8 or thrown range 10 ft; see text. Cliffect: Cures all diseases affecting subject. Effect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: As resist energy, except that it affects all targeted or Cliffect: Hampers vision and movement. Cliffect: As resist energy, except that it affects all targeted or Cliffect: Countration (Creation) [Cold] Effect: Hampers vision and movement. Cliffect: Turns one of your arms into a venomous snake; see Cliffect: Same as Snowshoes, except as noted. Cliffect: Orants recipient +1 to natural AC, +1 save against perfect: Grants recipient +1 to natural AC, +1 save against perfect: Grants recipient +1 to natural AC, +1 save against perfect: Grants recipient +1 to natural AC, +1 save against perfect. Cliffect: As prambles, except affected weapon gains +2 energy and country and	SR: Yes (harmless) a kind of energy. DC: 17, None or Will negates (object) SR: No or Yes (object) DC: 17, N/A SR: N/A DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates [harmless] SR: Yes (harmless] saturess. SR: No DC: 17, Will negates SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes SR: No DC: 17, Will negates [harmless] SR: Yes [harmless] Occ. 17, Reflex partial SR: Yes SR: No nement bonus and threat range doubled.	Standard Action Target: 20-ft. cube/level 1 standard action Target: You Standard Action Target: Creature touch 1 standard action Target: One creature/le 1 standard action Target: One creature/le 1 standard action Target: One creature/le 1 standard action Target: Cylinder 40 1 standard action Target: Touched nonn 1 standard action Target: Touched nonn 1 standard action Target: You 1 standard Action Target: You 1 standard Action Target: Creature touch caster levels [max +5]. Standard Action Target: Uncareaction Target: Wooden weap 1 standard action Target: Wooden weap 1 standard action	Instantaneous el [S] or one fire-based magic item 1 round/level Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 ft. ap 1 round evel, no two of which are more than 30 ft. ap 1 round/level 1 round/level 1 round/level [D] Until triggered or broken nagical circle of vine, rope, or thong with a 2 1 hour/level [D] evel, no two of which are more than 30 ft. ap 1 minute/level 10 minutes/level 11 hour/level [D] level 1 hour/level [D] level 1 hour/level [D] level 1 hour/level [D]	Personal Touch Close (35 ft.) t. apart Close (35 ft.) part Long (600 ft.) Personal Touch ft. diameter + 2 ft./leve Close (35 ft.) part Personal Touch Medium (150 ft.)	V.S. DF Caster Level: 5 V.S Caster Level: 5 V.S.DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S. DF I Caster Level: 5 V.S. DF Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S. Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.M/DF Caster Level: 5 V.S.DF Caster Level: 5 V.S.M/DF	SC: p.164 PHB: p.271 SC: p.174 SC: p.190 PHB: p.280 SC: p.193 PHB: p.280 SC: p.194 PHB: p.282 SC: p.202 PHB: p.283 SC: p.202

□□□□□ Standing Wave	DC: 17, Reflex negates	1 standard action	10 minutes/level [D]	Close (35 ft.)	V,S,DF	SC: p.204
School: Transmutation	SR: Yes	Target: Waves under	a creature or object within range	Caster Level: 5		
Effect: Transports across water; see text.						
□□□□□ Stone Shape		Standard Action	Instantaneous	Touch	V,S,M/DF	PHB: p.284
School: Transmutation [Earth]	SR: No	Target: Stone or ston	ne object touched, up to 10 cu. ft. +1 cu. ft./le	vel	Caster Level: 5	
Effect: Sculpts stone into any shape.						
□□□□□ Summon Nature's Ally III		1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	PHB: p.288
School: Conjuration (Summoning)	SR: No	Target: One or more	creatures, no two of which can be more than	30 ft. apart	Caster Level: 5	
Effect: Calls creature to fight.						
□□□□□ Thornskin	DC: 17, N/A	1 standard action	1 round/level [D]	Personal	V,S,M	SC: p.219
School: Transmutation	SR: N/A	Target: You			Caster Level: 5	
Effect: Sprout thorns from your skin that makes your unarn						
□□□□□ Thunderous Roar	DC: 17, Fortitude partial; see text	1 standard action	Instantaneous	Long (600 ft.)	V,S,DF	SC: p.220
School: Evocation [Sonic]	SR: Yes	Target: 20-ftradius l	burst		Caster Level: 5	
Effect: All creatures in the area take 1d6 sonic damage per		A standard selection	41	D	V/O	00 . 000
□□□□□ Treasure Scent	DC: 17, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.223
School: Divination	SR: N/A	Target: You			Caster Level: 5	
Effect: Detect copper, silver, gold, platinum, and gems with	in 30 feet. See text. DC: 17. See text	4 -4	1 round/3 levels	Madison (450 ft)	V.S.DF	SC: p.223
□□□□□ Tremor	,	1 standard action		Medium (150 ft.)	,-,	SC: p.223
School: Evocation [Earth]	SR: No	Target: 40-ftradius s	spread		Caster Level: 5	
Effect: Disrupts concentration; see text.	DC: 17, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	SC: p.229
□□□□□Vigor, Mass Lesser						3C. p.229
School: Conjuration (Healing)	SR: Yes [harmless]		/2 levels, no two of which can be more than	30 ft. apart	Caster Level: 5	
Effect: Same as lesser vigor except it grants all targets fas	thealing ability for the duration of the spell at 1 hp DC: 17. See text	automatically healed p 1 standard action	er round. 10 minutes/level	Medium (150 ft.)	V.S.M	SC: p.230
Une Mine				Wediam (150 ft.)	,-,	30. p.230
School: Conjuration (Creation) Effect: Creates a rapid growth of vines, see text.	SR: Yes	Target: 10-ftradius/l	level spread		Caster Level: 5	
□□□□□□Walk the Mountain's Path	DC: 17, Will negates (harmless)	Standard Action	50 minutes	Touch	V.S.M	Race Sto: p.163
	, , , ,			Toucit	*-*	14acc Oto. p. 100
School: Transmutation SR: Yes (harmless) Target: Creature touched Caster Level: 5 Effect: Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 ehancement bonus to Jump and Balance checks.						
DDDD Water Breathing	DC: 17, Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	PHB: p.300
School: Transmutation	- · · · · · · · · · · · · · · · · · · ·					
Effect: Subjects can breathe underwater.	SR: Yes (harmless)	Target: Living creatur	res touched		Caster Level: 5	
Weather Eye		1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	SC: p.238
School: Divination	SR: No	Target: 1-mile radius	+1-mile/level centered on you		Caster Level: 5	
Effect: You may accurately predict the natural weather up to					223.07 20700	
□□□□ Wind Wall	DC: 17, None; see text	Standard Action	1 round/level	Medium (150 ft.)	V,S,M/DF	PHB: p.302
School: Evocation [Air]	SR: Yes	Target: Wall up to 10	ft./level long and 5 ft./level high [S]		Caster Level: 5	
Effect: Deflects arrows, smaller creatures, and gases.		. g				

^{* =}Domain/Speciality Spell