Jessabelle Rebekah Maitland **Neutral Good** DEITY PLAYERNAME ALIGNMENT Elf (Wood) Low-light 5' 1" 117 lbs. 105000 Medium Rgr15 EXPERIENCE HEIGHT CLASS RACE SIZE WEIGHT VISION 15 120000 121 Female Amber Raven, Braids Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS SPEED STR 115 Walk 70 ft. +2 14 16 +3 AC **=**| 10 34 29 9 4 4 2 30 -2 17 5 0 DEX 20 +5 20 +5 TOTAL ARMOR TOUCH CON +0 10 12 +1 **SKILLS** INITIATIVE +9 +5 +4 INT 10 +0 10 +0 +0 **SKILL NAME** TOTAL **Appraise** INT 0 0 WIS BASE ATTACK 18 +4 18 +4 +15/+10/+5 Balance DEX 5 5 CHA Bluff CHA 2 2 = 14 +2 14 +2 Climb STR 3 = 3 + 2.0 +Concentration CON 6 1 + 5.0 + SAVING THROWS **EPIC** TEMP = TOTAL Craft (Untrained) INT 0 0 **FORTITUDE** +10 +9 +1 +0 +0 +0 Diplomacy CHA 2 2 REFLEX Diplomacy (Wild Empathy) CHA 2 +14 +9 +5 +0 +0 +0 21 = Disguise CHA 2 = 2 WILL +9 +5 +0 +0 **Escape Artist** DEX 3 5 Forgery INT 0 = 0 TOTAL Gather Information CHA 2 2 = MELEE +18/+13/+8 +15/+10/+5 +3 +0 +0 +0 Handle Animal CHA 10 = 2 + 8.0 + RANGED Heal WIS = 4 + 7.0 + 11 +20/+15/+10 +15/+10/+5 +5 +0 +0 +0 Hide DEX 21 5 +18.0 + -2 **GRAPPLE** +18/+13/+8 +15/+10/+5 +3 +0 +0 +0 CHA Intimidate 2 2 Jump STR 25 -3 + 1.0 + 21 TOTAL ATTACK BONUS DAMAGE CRITICAL REACH **UNARMED** Knowledge (Nature) 9 INT 0 + 7.0 + +19/+14/+9 1d3 + 320/x2 5 ft Knowledge (The Planes) INT 2 0 + 2.0 + =

Listen

Ride

Spot

Swim

Survival

Tumble

Use Rope

Search

Sense Motive

Move Silently

Psychic (Enhance Ability)

Psychic (Mental Contact)

Psychic (Psychic Healing)

Speak Language(Kercpa,

Sylvan, Undercommon)

Psychic (Enhance Senses)

*	Skirt of	Dancing I	Slades		AH	ND	TYPE	SIZE	CRITICAL	REACH
		Danoing I	Jidaes		Equip	quipped S M 20/x2			20/x2	10 ft.
		To Hit	Dam				Т	o Hit		Dam
1H-P	+2	21/+21	1d4+5	2W-	P-(OH)		+1		1d4+5	
1H-O	+2	21/+21	1d4+5	2W-	P-(OL)		+1		1d4+5	
2H	+2	21/+21	1d4+6	2V	V-OH	+17/+17				1d4+5
Special Properties +2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalties, 30hp/inch and 15 hardness (3)										
	*Wi	llow Blade	1	HAN Prim		TYPE	SIZE	CRITICAL	REACH 5 ft.	

	*Willow Blade	1		HAND		TYPE	SIZE	CRITICAL		REACH
	mion Blace	•		Prim	nary	S	M	19-20/x2		5 ft.
	To Hit		To Hit					Dam		
1H-P	+22/+22/+17/+12	1d10+8	1d10+8 ^{2W-F}			+18/+	1	ld10+8		
1H-O	+22/+22/+17/+12	1d10+8	2W-	P-(OL)	+20/+20/+15/+10				1	ld10+8
2H	+22/+22/+17/+12	1d10+9	2W-OH		+18/+18/+13				1	ld10+8
Specia	Properties +3 Bastard Sword	able to wiel	d in ດ	ne-han	nd Bo	nded W	/eanon	+2 to Hit a	nd	Damage

redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken cannot be disarmed

	*Willow Blade	2		IAH	ND	TYPE SIZE		CRITICAL		REACH	
	Willow Blade	_		Off-h	and S M 19-20/x			2	5 ft.		
	To Hit	To Hit Dam					To Hit				
1H-P	+25/+20/+15	1d10+8	2W-	P-(OH)	+21/+16/+11					d10+8	
1H-O	+25/+20/+15	1d10+8	2W-	P-(OL)	+23/+18/+13					d10+8	
2H	+25/+20/+15	1d10+8	2V	/-OH	+23/+18/+13				1	d10+8	
Specia	Special Properties 1.2 Posterd Sword ship to wield in one hand. Rended Wespen 1.2 to Hit and Domog										

3 Bastard Sword, able to wield in one-hand., Bonded Weapon: +2 to Hit and Dan redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken cannot be disarmed.

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE				
*Breast Plate +4	Light	+9	+5	-1	15				
30hp/inch and 15 hardness									
*Shield +2 (Heavy/Metal/Animated)	+4		-1	15					
floats in front of character requiring no hands, but still take normal pnalties									
*Skirt of Dancing Blades		+2		+0	0				
+2 Dancing Skirt Blades - Make two additional attacks at h	ighest bonus	- Canr	not be fla	nked, c	an be loosed to				
attack on its own, Deflection bonus to armor class of %					requiring no				
hands, but still take normal pnalties, 30hp/inch and 15 hardness (3)									
*Vestment of Natural Protection +2		+2		+0	0				

0

SPELL RESIST

18/9

+ 18.0 +

+ 18.0 +

+ 1.0 +

+ 2.0 +

+ 4.0 +

+ 4.0 +

+ 3.0 +

+ 16.0 +

+ 2.0 +

+ 9.0 + -2

+ 17.0 + 2

5 + 1.0 +

= 4 + 1.0 +

26 = 4 + 18.0 +

0

4

5

3

=

WIS

DEX

WIS

WIS

CHA

WIS

DEX

INT

WIS

WIS

WIS

STR

DEX

DEX

√: can be used untrained. X: exclusive skills

26

26 = 5

5 = 4

6

8 = 4

8 =

19 = 0

5

3

20

-1

12 = 5

4

= 4

= 2 6

*Bite	HAND	REACH						
Bito	Primary	PS	M	20/x2	5 ft.			
TOTAL ATTACK BONUS	DAMAGE							
+13	1d6+3							
Special Properties								

EQUIPMEN	EQUIPMENT											
ITEM	LOCATION	QTY	WT	COST								
Bag of Holding (Type 1)	Carried	1	15.0	2500.0								
Belle's Boots	Equipped	1	1.0	10225.0								
Bracers of Health +2	Equipped	1	0.0	0.0								
Brooch of Shielding	Equipped	1	0.0	1500.0								
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0								
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0								
Absorbs 10 points of Fire damage												
Skirt of Dancing Blades +2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalties, 30hp/inch and 15 hardness (3)	Equipped	1	0.0	81306.0								
Vestment of Natural Protection +2	Equipped	1	0.0	0.0								
Willow Blade 1	Equipped	1	2.0	50335.0								
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.												
Willow Blade 2	Equipped	1	2.0	50335.0								
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.												
Breast Plate +4	Equipped	1	15.0	20200.0								
30hp/inch and 15 hardness												
Shield +2 (Heavy/Metal/Animated) floats in front of character requiring no hands, but still take	Equipped	1	15.0	170.0								
normal pnalties Bite	Equipped	1	0.0	0.0								
TOTAL WEIGHT CARRIED/VA		· 		.232571.0 gp								

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

SPECIAL ATTACKS

Elf Favored Enemy (Undead) (Ex)

+3

Favored Enemy (Aberration) (Ex)

Favored Enemy (Giant) (Ex)

+2

Favored Enemy (Outsider (Evil)) (Ex)

Animal Friend Martial Arts Style

When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.

SPECIAL QUALITIES

Two Weapon Fighting Combat Style

Camouflage (Ex)

May hide in any natural terrain even if the terrain does not grant cover or concealment.

Dire Companion (Ex)

Your companion becomes a dire version.

Immunity to magic sleep effects

+2 racial saving throw bonus against enchantment spells or effects

Elven Ranger Animal Companion

Gain an Elven Hound Companion

Fast Movement (Ex)

Land based speed increases by 30

Favored Enemy (Ex)

Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.

Night Eyes (Ex)

Gain lowlight vision, gain a +1 circumstance bonus against color based spell effects, such as Color spray.

Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it

Of Wolf and Man (Ex)

You take on more aspects of a wolf, bite damage increases to 1d6 and gain +2 natural armor bonus, and Listen and Spot checks. No penalty to feinting in combat against animals.

Predator's Aura (Su)

You radiate an aura of predatory, savage menace (Bonus to Intimidate Checks, already calculated)

Spirit of the Wolf (Ex)

Gain a bite attack (1d4) at -5 to hit

Summon the Pack (Su)

Once per day may summon [standard action to howl] 3d6 normal wolves which arrive after 2d6 rounds, serving for one hour as you command. (Commands - Attack, Come, Defend, Down, Fetch, Guard and Track)

Swift Tracker (Ex)

Move at normal speed while tracking without penalty, take only -10 penalty to tracking if moving double speed.

Animal Companion (Ex)
Animal Companion ~ Lupine, you can communicate Telepathically with chosen animal companion up to 160 ft.

Scent (Ex)

Detect oppenents within 60 feet, if the opponent is upwind range is 90 feet, if downwind then only 30 feet.

Unleash the Beast (Su)

Humananiods and Giants must save vs. DC 15 or become inflicted with Lycanthropy when you bite them. You are Immune to Lycanthropy.

Wild Empathy (Ex)

+19 to Diplomacy check against animals (+15 on Magical Beasts) - takes 1 minute

Wolf Form (Su)

3/day may transform yourself, or another willing being, into the shape of a wolf, same as a polymorph spell cast by a druid of level 15

Wolf in Man's Clothing (Su)

Gain the alternative form ability of a werewolf lord, you may assume the shape of a normal wolf, a dire wolf or a bipedal hybrid form, at will as a standard action. Hybrid and Dire form grants damage reduction 10/silver. Dire Form grants double bite damage (2d6). You are considered a Natural Lycanthrope and are Immune to the effects of another Wolf Master's wolf mastery class ability.

Wolf Mastery (Su)

1/day you can dominate any form of wolf, including werewolves, as by the spell dominate monster as a 15 level sorcerer

Woodland Stride (Ex)

Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

	FEATS
Ambidexterity	Ignore off-hand penalties
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Focus	Gain +2 to Will saves while in your combat trance; Combat trance begins after first successful attack and lasts 10 rounds +1 per additional combat form feat.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 15 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Strong Ally	Your animal companion is more powerful than that of other rangers.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Greater Two-Weapon Fighting	You get a third attack with your off-hand weapon, albeit at a -10 penalty. $ \\$
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

PROFICIENCIES

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

LANGUAGES

Common, Elven, Kercpa, Sylvan, Undercommon

	TEMPLATES	
Truename		
1-Belle - Wolf Master		
Psychic Wild Feat Pool		

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

LEVEL 1

				LEVELT					
Name	DC 15	Saving Throw N/A		Duration 1 round/level (D)	•	Comp. S,M	Spell Resistance N/A	School Transmutation	Source SC: Pg.7
Accelerated Movement	15	IN/A	action	1 round/level [D]		S,IVI	N/A		30. Fg./
Effect: You can move at your normal speed while using Balance	e, Climb	or Move Silently.			Target: You			Caster Level: 7	
□□□□□A Lance of Disruption	15	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect:			dollori		Target: From caster	5ft wide be	eam out to 60ft length	Caster Level: 7	
Beam of force causes 5d4+14 to all in the area of effect		None	1 standard	2 hours/level [D]	Close (40 ft.)	V,S,F/DF	No	Abjuration	PHB: pg.197
Effect:			action		Target: 20-ft -radius	omanation	n centered on a point in	Castor Loval: 7	
Wards an area for 2 hours/level.					space		•		
Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion)	PHB: pg.198
Effect:					Target: One Tiny ani	imal		[Mind-Affecting] Caster Level: 7	
Sends a Tiny animal to a specific place.									
Arrow Mind	15	N/A	1 immediate	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SC: Pg.15
Effect:			action		Target: You			Caster Level: 7	
Threaten adjacent squares and may make AoO. You do									
Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.16
Effect: You assume the physical appearance and many of the q	ualities	of a wolf			Target: You			Caster Level: 7	
Blades of Fire	dantics	None		1 round	Touch	V	No	Conjuration	SC: Pg.31
Effect:			action		Target: Up to two me	elee weapo	ons you are wielding	(Creation) [Fire] Caster Level: 7	
Adds 1d8 fire damage to your held weapons.	15	N/A	1 standard	24 hours [D]		V,S	N/A	Divination	SC: Da 34
Bloodhound	10	IVA	action	Z-T HOUIS [D]		٧,٥	IVA		SC: Pg.34
Effect: Grants second check when tracking on a failed rolled.					Target: You			Caster Level: 7	
Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.38
Effect:					Target: You			Caster Level: 7	
Gain +10 competence bonus on Climb checks made in to	rees, al: 15	so allows for brachiation Will negates; see text		1 minute/level	Close (40 ft.)	V,S	Yes	Enchantment	PHB: pg.207
JJJJCailli Allillais			action		,	-,-		(Compulsion) [Mind-Affecting]	
Effect:					Target: Animals with	in 30 ft. of	each other	Caster Level: 7	
Calms 2d4 + 1/level HD of animals. Camouflage	15	N/A	1 standard	10 minutes/level	Personal	V.S	N/A	Transmutation	SC: Pg.43
Effect:			action			,-			3
Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 7	
Charm Animal	15	Will negates	1 standard action	1 hour/level	Close (40 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.208
Effect:					Torget: One enimal			[Mind-Affecting]	
Makes one animal your friend.					Target: One animal			Caster Level: 7	
Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
Effect: Your hands become natural weapons that deal 1d8 with	oach at	tack			Target: You			Caster Level: 7	
Climb Walls	15	Will negates		1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 7	
Gain +10 enhancement bonus on climb check. Bonus in	creases				_		N-		00: P= 52
□□□□□ Crabwalk		None	action	1 minute/level		V,S,M	No	Transmutation [Cold]	SC: Pg.53
Effect: When the subject charges, it gains +4 to attack roll and r	no pena	Itv to AC. Only affects fi	rst attack.		Target: Creature tou	ched		Caster Level: 7	
DDDD Dawn	15	Fortitude negates	1 swift	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
Effect:		[harmless]	action		Target: All creatures	within a 1	5-ftradius burst	Caster Level: 7	
Awakens sleeping creatures and those knocked out from	nonlet 15	hal damage [but stagge N/A		1 round/level	centered on you Personal	V	N/A	Conjuration	SC: Pg.61
Deep Breath	.5		immediate action				***	(Creation) [Air]	g.v.
Effect:			action		Target: You			Caster Level: 7	
Your lungs are constantly filled with air for the duration o	f the sp 15	ell. Fortitude negates	1 standard	1 hour/level		V,S, DF	Yes (harmless)	Conjuration	PHB: pg.217
Delay Poison	13	(harmless)	action				. 00 ((Healing)	. 1.0. pg.211
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature tou			Caster Level: 7	
□□□□□ Detect Animals or Plants		None	1 standard action	Concentration, up to 10 minutes/level [D]Long (680 ft.)	V,S	No	Divination	PHB: pg.218
Effect:					Target: Cone-shaped	d emanatio	on	Caster Level: 7	
Detects kinds of animals or plants. Detect Favord Enemy		None	1 standard	Concentration, up to 10 minutes/level [D]60 ft.	V,S,DF	No	Divination	SC: Pg.64
Effect:			action	,	Target: Quarter circle			Caster Level: 7	
Reveals favored enemies.					extreme of the range	•			
Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: pg.219
Effect:			-		Target: One creature	e, one obje	ect, or a 5-ft. cube	Caster Level: 7	
Detects poison in one creature or small object. Detect Snares and Pits		None	1 standard	Concentration, up to 10 minutes/level [D]60 ft.	V,S	No	Divination	PHB: pg.220
Effect:			action		Target: Cone-shape	d emanatio	on	Caster Level: 7	
Reveals natural or primitive traps.		N	4	41	-				00.0.=
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
Effect: Removes movement penalties through dense brush and	incress	es track DC by 5 for on			Target: 40-ft. radius	emanation	centered on you	Caster Level: 7	
Embrace the Wild	15	N/A	1 standard	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.79
Effect:			action		Target: You			Caster Level: 7	
The caster gains an animal's sensory and skills, low-light						140	V 0		DUD occ
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 nours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect: Exist comfortably in hot or cold environments.					Target: Creature tou	ched		Caster Level: 7	
				* =Domain/Speciality Spell					

				Ranger Spells					
Effect:		None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.81
Grants +4 morale bonus to Str, Con, Will Saves & -2 pena					Target: One animal			Caster Level: 7	BUB 445
□□□□□ Entangle	15	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (680 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
Effect: Plants entangle everyone in 40-ftradius circle.					Target: Plants in a 4	10-ftradius	spread	Caster Level: 7	
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.108
Effect: No range increment penalties and target denied AC bonus					Target: You			Caster Level: 7	
□□□□□ Hawkeye Effect:	15		1 standard action	10 minutes/level [D]	Personal Target: You	V	N/A	Transmutation Caster Level: 7	SC: Pg.110
Increases range increment by 50% and +5 competence be			4	40	Personal	VCM	N/A	Divination	SC: Pq.110
Healing Lorecall	15	N/A	action	10 minutes/level	Target: You	V,S,M	N/A	Caster Level: 7	SC: Pg.110
Allows caster with Heal ranks to remove other ailments when the street Amironals	nen usi 15	ng Conjuration [Healing Will negates		n also heal more; see text. 10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: pg.241
Hide from Animals	15	(harmless)	action	To minutes/level [D]				•	F11b. pg.241
Animals can't perceive 1 subject/level.					Target: 1 creature/le			Caster Level: 7	
□□□□ Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: Pg.116
Effect: Animals must save after biting or refuse to bite the subject					Target: Creature or			Caster Level: 7	
□□□□□ Hunter's Mercy	15	N/A	1 standard action	1 round	Personal	S	N/A	Transmutation	SC: Pg.117
Effect: Your next bow attack automatically hits and threatens a cr	itical.				Target: You			Caster Level: 7	
□□□□ Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.124
Effect: You can make one Search check in this round as a free a	ction. \				Target: You			Caster Level: 7	
□□□□□Jump	15			1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
Effect: Subject gets bonus on Jump checks.		•			Target: Creature to	uched		Caster Level: 7	
Lay of the Land	15	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
Effect: Learn area of 50 miles radius; see text					Target: You			Caster Level: 7	
□□□□□ Lightfoot Effect:	15	N/A	1 swift	1 round	Personal Target: You	V	N/A	Transmutation Caster Level: 7	SC: Pg.132
You don't provoke attacks of opportunity when moving.	45	NVA	4	41	-	1/0	N/A		00 B 404
Living Prints	15	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: Pg.134
You perceive tracks as if they had just been made.					Target: You			Caster Level: 7	
Longstrider			1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: pg.249
Effect: Increases your speed.					Target: You			Caster Level: 7	
□□□□□Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
Effect: Target gains low-light vision.					Target: Creature to	uched		Caster Level: 7	
□□□□ Magic Fang	15		1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
Effect: One natural weapon of subject creature gets +1 on attack	and da	(,			Target: Living creat	ure touched	i	Caster Level: 7	
Marked Object	15	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SC: Pg.139
Effect: Track owner of item with +10 Search and Survival; see tex	ct.				Target: You			Caster Level: 7	
□□□□□ Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: Pg.146
Effect: Same as deathwatch but only functions on plants and anir	nals: s	ee text			Target: Cone-shape	ed emanation	n	Caster Level: 7	
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
Effect: Brief supplication gives you a vision that hints at how dang	gerous	the immediate future is	likely to be.	; see text.	Target: You			Caster Level: 7	
□□□□□ Pass without Trace	15	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
Effect: 1 subject/level leaves no tracks.		•			Target: 1 creature/le	evel touche	d	Caster Level: 7	
Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.166
Effect: Your hands harden +2 bonus to Str, inflict lethal damage,	and vo	u are considered armod			Target: You			Caster Level: 7	
DDDD Rapid Burrowing	15			10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
Effect:		[nanness]	acuUII		Target: Creature to	uched		Caster Level: 7	
Improves existing burrow speed by 20 ft. Read Magic		None		10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect:			action		Target: You			Caster Level: 7	
Read scrolls and spellbooks. Remove Scent	15	Will negates		10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
Effect:			action		Target: Creature to	uched		Caster Level: 7	
Hides the scent of the affected creature or removes poten Resist Energy	t affect 15	Fortitude negates	1 standard	troglodytes. 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect:		(harmless)	action		Target: Creature to			Caster Level: 7	
Ignores first 20 points of damage/attack from specified en	ergy ty 15		1 standard	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:	-	[harmless]	action		Target: Creature to			Caster Level: 7	
Grants limited protection from a plane's alignment traits; s	ee text 15	N/A	1 swift	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176
Rhino's Rush	10		action	, , odniu		7,0		Caster Level: 7	55.1 g.170
Subject's charge attack deals double damage of first attack	k.	None	1 standar '	10 minutes/level	Target: You	V/ C 14	Voc [harmloo-1		SC: Pa 190
Scent Scent		NOTIC	1 standard action	ro minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
Effect: Bestows Scent ability with all the same powers.	,-	NACH	4	A selection of the sele	Target: Creature to		V.	Caster Level: 7	00 D. 455
Smell of Fear	15	Will negates	1 standard action	1 minute/level	Touch	V,S	Yes	Transmutation	SC: Pg.193
Effect: Bestow target with an aroma that attracts predatory animal	ls that	prefer to attack the targ	et with +1 b		Target: Creature to	uched		Caster Level: 7	
				* =Domain/Speciality Spell					

				Ranger Spells					
□□□□□ Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.194
Effect: Your ranged attacks made before the start of your next to	turn ca	in he a sneak attacks r		the distance but only if you can spea	Target: You			Caster Level: 7	
attack as the class ability.						V 0	V - 1 1 1	T	00 D: 101
Snowshoes	15	Will negates [harmless]	action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Speed increases by 10 ft. and no Balance checks or Refle	ex requi	ired to walk on snow.			Target: Creature tou			Caster Level: 7	
Speak with Animals		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.281
Effect: You can communicate with animals.					Target: You			Caster Level: 7	
□□□□□ Stalking Brand		None	1 standard action	24 hours/level	Close (40 ft.)	S	Yes	Transmutation	SC: Pg.204
Effect: Marks a creature that you can see or detect magic de	ocnito	using other magical m		oceal including invisibility disquise sel	Target: One creature	е		Caster Level: 7	
polymorph self.	СЭРКС					V.C. DE	N-	Carionatian	DI ID: 000
Summon Nature's Ally I		None	1 round	1 round/level [D]			No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.					Target: One summo			Caster Level: 7	
Surefoot	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Abjuration	SC: Pg.216
Effect: Gain +10 competence bonus to Balance, Climb, Jump, and	ıd Tuml	ble checks.			Target: You			Caster Level: 7	
□□□□□ Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: Pg.216
Effect: Move through difficult terrain at full speed. Gain +2 Climb (chacks				Target: You			Caster Level: 7	
Towering Oak		N/A		1 round/level	Personal	V,S	N/A	Illusion (Glamer)	SC: Pg.221
Effect:			action		Target: You			Caster Level: 7	
Gain +10 competence bonus on Intimidation checks and +	+2 Str b 15	oonus. Will negates	1 standard	1 hour/level	Touch	V,S	Yes	Transmutation	SC: Pg.223
Effect:			action		Target: Animal or ma		t touched	Caster Level: 7	
+10 feet enhancement bonus to speed but cannot attack o		the duration of the spell.	1 swift	1 round	Personal	V,DF	N/A	Divination	SC: Pg.230
Effect:			action		Target: You	,		Caster Level: 7	
Allows sneak attacks against plants if you already have the			1.01	1 minuto/lovel		CM	Von Iharriana		CC: Da 040
□□□□ Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level		S,M	Yes [harmless]	Transmutation	SC: Pg.240
Effect: Increases creatures swim speed by 30 ft.					Target: Creature tou	iched		Caster Level: 7	
				LEVEL 2					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
Effect: Aligns a creature's natural weapon to good-,evil-,lawful-,or	r chanti				Target: Living creatu	ure touched		Caster Level: 7	
Aligns a cleature's flatural weapon to good-, evil-, lawrun-, or		N/A		1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
Effect:			action		Target: You			Caster Level: 7	
Gain +4 insight bonus to balance bonus; see text.		None	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
Effect:			action		Target: Living creatu	ure touched		Caster Level: 7	
Effect: Grants +2 enhancement to natural armor. Additional +1 pe			+5 at 12th le						PHB: pg.203
Effect: Grants +2 enhancement to natural armor. Additional +1 pe	er three	e levels above 3rd [max Will negates (harmless)	+5 at 12th le	evel] 1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level.		Will negates (harmless)	+5 at 12th le 1 standard action	1 minute/level	Touch Target: Creature tou	V,S, DF	Yes	Transmutation Caster Level: 7	
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Add		Will negates (harmless)	+5 at 12th le 1 standard action		Touch Target: Creature tou Medium (170 ft.)	V,S, DF uched V,S,DF		Transmutation Caster Level: 7 Transmutation	PHB: pg.203 SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Add	16	Will negates (harmless)	+5 at 12th le 1 standard action 1 standard action	1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius :	V,S,DF uched V,S,DF spread.	Yes	Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Add		Will negates (harmless)	+5 at 12th le 1 standard action 1 standard action	1 minute/level	Touch Target: Creature tou Medium (170 ft.)	V,S,DF uched V,S,DF spread.	Yes	Transmutation Caster Level: 7 Transmutation	
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Add	16	Will negates (harmless) None Will negates [harmless]	+5 at 12th le 1 standard action 1 standard action 1 standard action	1 minute/level 1 minute/level 1 minute/level [D]	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius :	V,S,DF ached V,S,DF spread. V,S,F/DF	Yes	Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Add	16	Will negates (harmless) None Will negates [harmless] armor or a Medium loac Will negates	+5 at 12th le 1 standard action 1 standard action 1 standard action 1 than it is 20 1 standard	1 minute/level 1 minute/level 1 minute/level [D]	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou	V,S,DF ached V,S,DF spread. V,S,F/DF	Yes	Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Bear's Endurance Effect: Subject gains +4 to Con for 1 minutes/level. Briar Web Effect: As entangle, but thorns deal damage each round. Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Camouflage, Mass Effect:	16 16 eavier:	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless]	+5 at 12th le 1 standard action 1 standard action 1 standard action 1 standard action I than it is 20 1 standard action	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S	Yes No Yes [harmless]	Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Bear's Endurance Effect: Subject gains +4 to Con for 1 minutes/level. Briar Web Effect: As entangle, but thorns deal damage each round. Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he	16 16 eavier:	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates who m Will negates who m Will negates who m Will negates	+5 at 12th le 1 standard action 1 standard action 1 standard action 1 than it is 20 1 standard action 1 standard action 1 standard action 1 standard	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius st Touch Target: Creature tou Medium (170 ft.)	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S	Yes [harmless] Yes [harmless]	Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: Pg.39
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. G	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium loac will negates [harmless]	+5 at 12th le 1 standard action 1 standard action 1 standard action 1 standard action I than it is 20 1 standard action ore than 60	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart].	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a	V,S,DF spread. V,S,F/DF sched V,S of creature apart V,S,M	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can	Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.41 SC: Pg.43
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grants Herbert Burrow Effect: As entangle, but thorns deal damage each round. Grants Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grants Herbert As camouflage, except the effect is mobile within the group Grants Grace Effect: Subject gains +4 to Dex for 1 minutes/level.	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium loac Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless);	+5 at 12th le 1 standard action 1 standard action 1 standard action 1 standard action 1 than it is 20 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart].	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou	V,S,DF spread. V,S,F/DF sched V,S of creature apart V,S,M	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can	Transmutation Caster Level: 7 Conjuration	SC: Pg.41 SC: Pg.43
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. G	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless)	+5 at 12th le 1 standard action 1 standard action 1 standard action I than it is 20 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou	V,S,DF iched V,S,DF spread. V,S,F/DF iched V,S of creature apart V,S,M	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can	Transmutation Caster Level: 7	SC: Pg.41 SC: Pg.43 PHB: pg.208
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +4 to Dex for 1 minutes/level. Grant	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless); see text	+5 at 12th le 1 standard action	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Touch Target: Creature tou	V,S,DF inched V,S,DF spread. V,S,F/DF inched V,S of creature apart V,S,M inched V,S inched	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can Yes Yes (harmless); see lext	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants House Effect: As entangle, but thorns deal damage each round. Grants House Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants House	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium loac Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless);	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Touch Target: Creature tou Medium (170 ft.)	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S,M/DF v,S,M/DF	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can Yes Yes (harmless); see lext	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy	SC: Pg.41 SC: Pg.43 PHB: pg.208
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grants Harrow Effect: As entangle, but thorns deal damage each round. Grants Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grace Effect: As camouflage, except the effect is mobile within the group Grants Grace Effect: Subject gains +4 to Dex for 1 minutes/level. Grants Id8 +1/level [max +5] damage. Grants Id8 +1/level [max +5] damage. Effect: Cures 1d8 +1/level [max +5] damage. Grants Id8 +1/level [max +5] damage. Effect: Grants Harrow Grants Id8 +1/level [max +5] damage. Effect: Grants Harrow Grants Id8 +1/level [max +5] damage.	16 16 eavier 16 p. [Brol 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless); see text None	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level Instantaneous 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Touch Target: Creature tou Medium (170 ft.) Target: One creature	V,S,DF iched V,S,DF spread. V,S,F/DF iched V,S of creature apart V,S,M iched V,S iched V,S	Yes [harmless] Yes [harmless] yes [harmless] s, no two of which can Yes Yes (harmless); see text	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grants +2 enhancement web Effect: As entangle, but thorns deal damage each round. Grants Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grace Effect: As camouflage, except the effect is mobile within the group Grants Grace Effect: Subject gains +4 to Dex for 1 minutes/level. Grants 1d8 +1/level [max +5] damage.	16 16 eavier: 16 p. [Brol	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless); see text	+5 at 12th le 1 standard action	1 minute/level 1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.)	V,S,DF inched V,S,F/DF inched V,S,F/DF inched V,S,M inched V,S inched V,S inched V,S inched V,S inched V,S,M/DF inched V,S	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object]	Transmutation Caster Level: 7 Necromancy Caster Level: 7 Transmutation	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants Effect: As entangle, but thorns deal damage each round. Grants Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants	16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will negates (harmless) Will helf (harmless); see text None	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level Instantaneous 1 minute/level 10 minutes/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path	V,S, DF iched V,S,DF spread. V,S,F/DF sched V,S of creature appart V,S,M iched V,S iched V,S iched V,S iched V,S,M/DF e V,S 10 ft. wide	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +4 to Dex for 1 minutes/level. Grant	16 16 eavier 16 p. [Brol 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless); see text None	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level ft apart]. 1 minute/level Instantaneous 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.)	V,S,DF inched V,S,F/DF inched V,S,F/DF inched V,S,M inched V,S inched V,S inched V,S inched V,S inched V,S,M/DF inched V,S	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grants +2 enhancement to natural armor. Additional +1 pe Effect: As entangle, but thorns deal damage each round. Grants Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grace Effect: As camouflage, except the effect is mobile within the ground Cat's Grace Effect: Subject gains +4 to Dex for 1 minutes/level. Grants +1/level [max +5] damage. Grants +1/level [max +5]	16 16 eavier 16 p. [Brol 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] Will negates (harmless); Will negates (harmless); See text None Will negates [harmless]	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level Instantaneous 1 minute/level 10 minutes/level [D]	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S, of creature apart V,S,M sched V,S,M/DF e	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +4 to Dex for 1 minutes/level. Grant	16 16 eavier 16 p. [Brol 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will negates (harmless); wen for creatures who medium load will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical autt Fortitude negates	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level Instantaneous 1 minute/level 10 minutes/level [D]	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Vertical path Touch	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S, of creature apart V,S,M sched V,S,M/DF e	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants +4 to Dex for 1 minutes/level. Grant	16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will negates (harmless); wen for creatures who medium load will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical autt Fortitude negates	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Vertical path Touch	V,S,DF inched V,S,DF spread. V,S,F/DF inched V,S,S/F/DF inched V,S,M inched V,S,M/DF e V,S inched V	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.85
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grant Web Effect: As entangle, but thoms deal damage each round. Grant Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grant Gran	16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will negates (harmless); wen for creatures who medium load will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical autt Fortitude negates	+5 at 12th le 1 standard action 1 swift action 1 swift action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch	V,S,DF inched V,S,DF spread. V,S,F/DF inched V,S,S/F/DF inched V,S,M inched V,S,M/DF e V,S inched V	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.85
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: As entangle, but thorns deal damage each round. Grants Hornow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grants Effect: As camouflage, except the effect is mobile within the group Grants Grace Effect: Subject gains +4 to Dex for 1 minutes/level. Grants Hornow Grants Grace Effect: Cures 1d8 +1/level [max +5] damage. Grants Hornow Gran	16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will negates (harmless); wen for creatures who medium load will half (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical auto Fortitude negates [harmless]	+5 at 12th le 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Vertical path Touch Target: Ranged weat Touch Target: Ranged weat Touch	V,S,DF iched V,S,DF spread. V,S,F/DF iched V,S of creature apart V,S,M iched V,S,M/DF e V,S a 10 ft. wide V,S,M appon touched V,S,M	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object] ad Yes [harmless]	Transmutation Caster Level: 7 Transmutation (Healing) Caster Level: 7 Necromancy Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.85 SC: Pg.90
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants House Heffect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grants Grants House Heffect is mobile within the group Grants Grants Grants Grants Grants Grants Grants House Heffect is mobile within the group Grants Grants Grants Grants Grants Grants Grants House Heffect is mobile within the group Grants Grants Grants Grants Grants Grants Grants Grants Grants House Heffect is mobile within the group Grants G	16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] Will negates (harmless) Will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical auto Fortitude negates [harmless]	+5 at 12th le 1 standard action 1 swift action 1 swift action 1 swift action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Creature tou Touch Target: Creature tou Personal Target: You	V,S,DF iched V,S,DF spread. V,S,F/DF iched V,S of creature apart V,S,M iched V,S,M/DF e V,S a 10 ft. wide V,S,M appon touched V,S,M	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes Yes [object] and 20 ft. tall/level Yes [harmless,object] ad Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.76 SC: Pg.90 SC: Pg.110
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: As entangle, but thorns deal damage each round. Grants Hornow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grants Effect: As camouflage, except the effect is mobile within the group Grants Grace Effect: Subject gains +4 to Dex for 1 minutes/level. Grants Hornow Grants Grace Effect: Cures 1d8 +1/level [max +5] damage. Grants Hornow Gran	16 16 16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] Will negates (harmless) Will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical auto Fortitude negates [harmless]	+5 at 12th le 1 standard action 1 swift action 1 swift action 1 swift action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level I minutes/level I minute/level Instantaneous I minute/level I minute/level Coceeds. I round/level Id4 rounds	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Touch Target: Creature tou Personal Target: You	V,S,DF sched V,S,DF spread. V,S,F/DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S sched V,S sched V,S spon touche V,S spon touche V,S spon touche V,S spon touche V,S,M sched V	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes [object] and 20 ft. tall/level Yes [harmless,object] and Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.85 SC: Pg.90
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Ffect: Subject gains +4 to Con for 1 minutes/level. Grants Horow Ffect: Burrow through earth at 30 ft unless wearing Medium or he Grants Grants Grants Ffect: As camouflage, except the effect is mobile within the group Grants Grace Ffect: Subject gains +4 to Dex for 1 minutes/level. Grants Horow Grants Gr	16 16 16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] Will negates (harmless) Will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] my threat for critical auto Fortitude negates [harmless]	+5 at 12th le 1 standard action 1 swift action 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level I minutes/level I minute/level Instantaneous I minute/level I minute/level Coceeds. I round/level Id4 rounds	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Touch Target: Creature tou Personal Target: You	V,S,DF sched V,S,DF spread. V,S,F/DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S sched V,S sched V,S spon touche V,S spon touche V,S spon touche V,S spon touche V,S,M sched V	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes [object] and 20 ft. tall/level Yes [harmless,object] and Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.76 SC: Pg.90 SC: Pg.110
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grant Web Effect: As entangle, but thorns deal damage each round. Grant Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grant Gra	16 16 16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] ny threat for critical auto Fortitude negates [harmless] N/A Will negates; see text Will negates; see text	+5 at 12th le 1 standard action 1 swift action 1 swift action 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level I minutes/level I minute/level Instantaneous I minute/level I minute/level Coceeds. I round/level Id4 rounds	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Medium (170 ft.) Target: Vertical path Touch Target: Creature tou Medium (170 ft.) Target: Vertical path Touch Target: Creature tou Medium (170 ft.) Target: Creature tou Medium (170 ft.)	V,S,DF sched V,S,DF spread. V,S,F/DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S sched V,S sched V,S spon touche V,S spon touche V,S spon touche V,S spon touche V,S,M sched V	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes [object] and 20 ft. tall/level Yes [harmless,object] and Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7 Enchantment (Compulsion) (Mind-Affecting)	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.56 SC: Pg.76 SC: Pg.76 SC: Pg.90 SC: Pg.110
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Effect: Subject gains +4 to Con for 1 minutes/level. Grant Web Effect: As entangle, but thoms deal damage each round. Grant Burrow Effect: Burrow through earth at 30 ft unless wearing Medium or he Grant Grant Grant Camouflage, Mass Effect: Subject gains +4 to Dex for 1 minutes/level. Grant Grant Cure Light Wounds Effect: Cures 1d8 +1/level [max +5] damage. Grant Grant Curse of Impending Blades Effect: Changes the terrain to DC 10 for climb checks. Grant Grant Fell the Greatest Foe Effect: Strike true with a ranged weapon against your favored ene Grant Grant Fell the Greatest Foe Effect: Deal 1d6 damage per size category difference. Grant Haste, Swift Effect: Functions as Haste, except as noted. Grant Grant Jagged Tooth Effect: Paralyzes one animal for 1 round/level.	16 16 16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates (harmless) Will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] nry threat for critical autor Fortitude negates [harmless] N/A Will negates; see text	+5 at 12th le 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level 1 minute/level 1 minute/level 10 minutes/level 10 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius: Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Personal Target: You Medium (170 ft.) Target: One animal Close (40 ft.) Target: One natural	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S sched V,S,M/DF e V,S spon touched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes [object] and 20 ft. tall/level Yes [harmless,object] and Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7 Caster Level: 7 Compulsion) [Mind-Affecting] Caster Level: 7	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.76 SC: Pg.76 SC: Pg.76 SC: Pg.90 SC: Pg.110 PHB: pg.241
Effect: Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +2 enhancement to natural armor. Additional +1 pe Grants +4 to Con for 1 minutes/level. Grants House Heffect is mobile within the group of the free to subject gains +4 to Dex for 1 minutes/level. Grants Grace Grants +3 damage. Grants +4 to Dex for 1 minutes/level. Grants +4 to Dex	16 16 16 16 16 16 16 16 16 16	Will negates (harmless) None Will negates [harmless] armor or a Medium load Will negates [harmless] ken for creatures who m Will negates (harmless) Will half (harmless); see text None None [object] Will negates [harmless, object] ny threat for critical auto Fortitude negates [harmless] N/A Will negates; see text Will negates; see text Will negates; farmless]	+5 at 12th le 1 standard action 1 swift action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 swift action 1 standard action	1 minute/level 1 minute/level [D] 1 ft. 10 minutes/level 1 minutes/level 1 minute/level 1 minute/level 1 minute/level 10 minutes/level 10 minutes/level 1 minute/level	Touch Target: Creature tou Medium (170 ft.) Target: 40-ft-radius : Touch Target: Creature tou Medium (170 ft.) Target: Any number be more than 60 ft. a Touch Target: Creature tou Medium (170 ft.) Target: One creature Medium (170 ft.) Target: Vertical path Touch Target: Ranged wea Touch Target: Creature tou Medium (170 ft.) Target: Vertical path Touch Target: Creature tou Medium (170 ft.) Target: One creature Touch Target: One animal Close (40 ft.) Target: One natural	V,S,DF sched V,S,DF spread. V,S,F/DF sched V,S of creature apart V,S,M sched V,S sched V,S,M/DF e V,S spon touched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S,M sched V,S	Yes [harmless] Yes [harmless] Yes [harmless] s, no two of which can Yes Yes (harmless); see text Yes [object] and 20 ft. tall/level Yes [harmless,object] and Yes [harmless]	Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation	SC: Pg.39 SC: Pg.41 SC: Pg.43 PHB: pg.208 PHB: pg.215 SC: Pg.76 SC: Pg.76 SC: Pg.76 SC: Pg.90 SC: Pg.110 PHB: pg.241
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				Kanger Spells					
Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: Pg.133
Effect: Gain +4 insight bonus on Listen checks; see text.					Target: You			Caster Level: 7	
□□□□□ Nature's Favor	16	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
Effect: Target animal gains attack and damage bonus of +1 for	every 3 c	caster levels max of +5	at 15th leve	I.	Target: Animal tou	ched		Caster Level: 7	
One With the Land	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.149
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, S	Survival ar	nd Handle Animal chec	ks.		Target: You			Caster Level: 7	
Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.					Target: Creature to	ouched		Caster Level: 7	
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Absorb 12 points of damage/level [max 120] from one le	ind of ene	ergy.			Target: Creature to	ouched		Caster Level: 7	
□□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
Effect: Creates a magic booby trap.					thong with a 2 ft. d	iameter + 2		Caster Level: 7	
Speak with Plants		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.282
Effect: You can talk to normal plants and plant creatures.					Target: You			Caster Level: 7	
Spike Growth	16	Reflex partial	1 standard action	1 hour/level [D]	Medium (170 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
Effect: Creatures in area take 1d4 damage, may be slowed.					Target: 20-ft. squa			Caster Level: 7	
Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.					Target: One or mo more than 30 ft. ap		, no two of which can b	e Caster Level: 7	
Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm)	SC: Pg.221
Effect:					Target: Animal tou	ched		[Mind-Affecting] Caster Level: 7	
You temporarily boost the number of tricks that an anim		N/A		10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
Effect:			action		Target: You			Caster Level: 7	
You can automatically pinpoint the location of any object	ct or creat	ture within 30 feet that i None; see text		with the ground. 1 round/level	Medium (170 ft.)	V,S,M/DF	Voc	Evocation [Air]	PHB: pq.302
Wind Wall Effect:	10	Hone, see text	action	i iodita/icvoi	, ,		ong and 5 ft./level high	Caster Level: 7	111b. pg.002
Deflects arrows, smaller creatures, and gases.					[S]	10 It./ievei it	ong and oncheveringing	Caster Level. 1	
Zone of Glacial Cold	16	Fort half	1 standard action	7 rounds	Medium (170 ft.)	V,S,M	No	, , ,	Custom: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.					Target: 20-ftradiu	S		Caster Level: 7	
				LEVEL 2					

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang, Mass	17	Will negates [harmless]	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
Effect: Same as algin fang, but on multiple creatures.					Target: One or more than 30 ft. ap		, no two of which are	Caster Level: 7	
Arrow Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.16
Effect: Attack 1 opponent/level within range of your bow.					Target: You			Caster Level: 7	
⊒□□□□ Blade Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.30
Effect: Make an attack at every creature within reach; see text.					Target: You			Caster Level: 7	
□□□□□ Blade Thirst	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SC: Pg.31
Effect: Grants weapon +3 enhancement and sheds light like a to	orch.				Target: One slashi	ng weapon		Caster Level: 7	
□□□□□ Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
Effect: Creates a steed made of smoke.					Target: One smoky	, horselike	creature	Caster Level: 7	
DDDDBurrow, Mass	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
Effect: Same as Burrow, except effects multiple creatures.					Target: One creatu more than 30 ft. ap		two of which can be	Caster Level: 7	
Charge of the Triceratops	17	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore	is used		oes double d	amage. Also gain +4 Natural Armor.	Target: Living crea	ture touche	d 	Caster Level: 7	
Command Plants	17	Will negates	1 standard action	1 day/level	Close (40 ft.)	V	Yes	Transmutation	PHB: pg.211
Effect: Sway the actions of one or more plant creatures.					Target: Up to 2 HD which can be more		nt creatures, no two of apart	Caster Level: 7	
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature to			Caster Level: 7	
Curse of Impending Blades, Mass		None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SC: Pg.57
Effect: -2 penalty to AC to all creatures.					Target: Enemies in	a 20-ftrac	lius burst	Caster Level: 7	
□□□□ Darkvision	17	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.216
Effect: See 60 ft. in total darkness.					Target: Creature to	ouched		Caster Level: 7	
Decoy Image Ffect:	17	Will disbelief; see text	1 round	8 hours [D]	Long (680 ft.)	V,S	No	Illusion (Figment)	SC: Pg.61
стест: Create duplicates of yourself and allies complete with sm	nell, sou	und, visual, etc.			ft. of you		ou and all allies within 5	o Gaster Lever: 7	
Diminish Plants		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.221
Effect: Reduces size or blights growth of normal plants.					Target: See text			Caster Level: 7	
□□□□□ Find the Gap	17	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination	SC: Pg.91
Effect: Your first attack each round acts as a touch attack.					Target: You			Caster Level: 7	
□□□□ Forestfold	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.98
Effect: Grants +10 competence bonus on Hide and Move Silent	ly checl	ks.			Target: You			Caster Level: 7	
				* =Domain/Speciality Spell					

^{* =}Domain/Speciality Spell

				Ranger Spell	s				
□□□□□ Heal Animal Companion	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
Effect: Functions as heal, except it only affects your animal comp	nanion				Target: One ft./level; see		no greater than 10 cu.	Caster Level: 7	
□□□□□Magic Fang, Greater	17	Will negates (harmless)	1 standard action	1 hour/level	Close (40 ft.		Yes (harmless)	Transmutation	PHB: pg.250
Effect: One natural weapon of subject creature gets +1 on attack	and d	amage rolls.			Target: One	living creature		Caster Level: 7	
□□□□□ Mark of the Hunter	17	Will negates	1 standard action	1 minute/level	Medium (17		Yes	Divination	SC: Pg.138
Effect: Gain +4 to your favored enemy bonuses against target; s	ee text				-		must be a favored enemy		
□□□□□ Nature's Rampart Effect:		None	10 minutes	Instantaneous	Medium (17)	oft.) V,S,F cture up to 40 ft.	No square	Transmutation Caster Level: 7	SC: Pg.146
Shapes natural setting into a formidable defense.					-				
Neutralize Poison Effect:	17	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch		F Yes (harmless, object) Conjuration (Healing) Caster Level: 7	PHB: pg.257
Immunizes subject against poison, detoxifies venom in or	on sul	bject.			touched	iture or object or	up to 1 cu. ft./level.	Caster Level. 1	
□□□□□ Phantasmal Decoy	17	Will disbelief [if interacted with]	1 standard action	1 round/level	Medium (17	0 ft.) V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
Effect: Create an illusion of a hated enemy.					Target: One	living creature		Caster Level: 7	
□□□□ Plant Growth		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.262
Effect: Grows vegetation, improves crops.					Target: See	text		Caster Level: 7	
□□□□□ Reduce Animal		None	1 standard action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: pg.269
Effect: Shrinks one willing animal.					Target: One Huge size	willing animal of	Small, Medium, Large, o	r Caster Level: 7	
□□□□□ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect: Cures all diseases affecting subject.					Target: Crea	ture touched		Caster Level: 7	
Repel Vermin	17	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft	. radius emanatio	on centered on you	Caster Level: 7	
□□□□□ Safe Clearing	17	Will negates; see text	10 minutes	1 hour/level	30 ft.	V,S radius emanati	Yes	Abjuration Caster Level: 7	SC: Pg.179
Creates an area safe from attack like sanctuary spell; see	text				rarget. 30-it	iauius eiiiaiiaii	JII	Caster Level. 1	
Snowshoes, Mass	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (40 ft.		Yes [harmless]	Transmutation	SC: Pg.194
Effect: Same as Snowshoes, except as noted.					Target: One than 30 ft. a		o two of which are more	Caster Level: 7	
Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (40 ft.			Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.					Target: One more than 3	0 ft. apart	es, no two of which can be	e Caster Level: 7	
Tree Shape		None	1 standard action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.296
Effect: You look exactly like a tree for 1 hour/level.					Target: You			Caster Level: 7	
□□□□ Water Walk	17	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
Effect: Subject treads on water as if solid.					Target: One	touched creature	e/level	Caster Level: 7	
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	18	Fortitude negates	1 standard action	1 minute/level	Medium (17		Yes	Transmutation	PHB: pg.198
Effect: One animal/two levels doubles in size.					or smaller], i		two levels [Gargantuan an be more than 30 ft.	Caster Level: 7	
□□□□□ Aspect of the Earth Hunter	18	N/A	1 standard	10 minutes/level	apart Personal	V,S,M,D	F N/A	Transmutation	SC: Pg.16
Effect: You assume the physical appearance and many of the qu	ıalities	of a bulutte	GUIUN		Target: You			Caster Level: 7	
Commune with Nature	.ciili03	None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.					Target: You			Caster Level: 7	
DDDDCure Serious Wounds	18	Will half (harmless):	1 standard	Instantaneous	Touch	V.S	Yes (harmless): see	Conjuration	PHB: pa.216

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	18	Fortitude negates	1 standard action	1 minute/level	Medium (170 ft.)	V,S	Yes	Transmutation	PHB: pg.198
Effect: One animal/two levels doubles in size.							ro levels [Gargantuan be more than 30 ft.	Caster Level: 7	
Aspect of the Earth Hunter	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16
Effect: You assume the physical appearance and many of the o	ualities	of a bulutte.			Target: You			Caster Level: 7	
□□□□□ Commune with Nature		None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.					Target: You			Caster Level: 7	
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature to	uched		Caster Level: 7	
Deeper Darkvision	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
Effect: The subject gains the ability to see 90 feet in total darknown.	ess.				Target: Creature to	uched		Caster Level: 7	
□□□□ Foebane	18	Will negates [harmless,object]	1 standard action	1 round/level [D]	Touch	V,S	Yes [harmless,object]	Evocation	SC: Pg.96
Effect: Create +5 magic weapon with additional 2d6 points of da	mage;				Target: Weapon tou	ıched		Caster Level: 7	
□□□□□ Freedom of Movement	18	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect: Subject moves normally despite impediments.					Target: You or crea	ture touched	i	Caster Level: 7	
□□□□□ Implacable Pursuer	18	Will negates; see text	1 minute	1 hour/level [D]	Long (680 ft.)	V,S	Yes	Divination	SC: Pg.120
Effect: Gives direction and distance any time the target moves	10 ft.				Target: One creatur	e		Caster Level: 7	
Land Womb	18	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: Pg.130
Effect: Descend into a protective bubble in the earth below, other	ers see	you descend as if the ea	arth opened	up and swallowed you.	Target: You and on	e other crea	ture/level	Caster Level: 7	
□□□□ Magic Fang, Superior	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.136
Effect: Every natural weapon you possess becomes enchanted	to +1 p	er four caster levels (ma	x +5 level 2	01.	Target: You			Caster Level: 7	
□□□□ Nondetection	18	Will negates (harmless, object)		1 hour/level	Touch	V,S,M	Yes (harmless, object) Abjuration	PHB: pg.257
Effect: Hides subject from divination, scrying.					Target: Creature or	object touch	ned	Caster Level: 7	
□□□□□ Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
Effect: Gain temporary respite from the natural effects of a spec	ific plan	ne.			Target: One creatur centered on you	e/level in a	20-ft. radius burst	Caster Level: 7	
□□□□ Snakebite	18	N/A		1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
Effect:			action		Target: You			Caster Level: 7	
Turns one of your arms into a venomous snake; see text	t.				rarget: You			Caster Lever: /	
				* -Domain/Speciality Spell					

^{* =}Domain/Speciality Spell

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□□□□□ Summon Nature's Ally IV		None	1 round 1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.				Target: One or mo more than 30 ft. a		s, no two of which can b	e Caster Level: 7	
□□□□□ Surefooted Stride, Mass		None	1 standard 1 minute/level action	Close (40 ft.)	V,S	No	Transmutation	SC: Pg.216
Effect: Same as surefooted, excepted as noted.				Target: One create than 30 ft. apart	ure/level, no	two of which are more	Caster Level: 7	
Swamp Stride	18	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
Effect: As tree stride, instead you use pools of water.				Target: You			Caster Level: 7	
Tree Stride		None	1 standard 1 hour/level or until expended; see teaction	t Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
Effect: Step from one tree to another far away.				Target: You			Caster Level: 7	
□□□□ Wild Runner	18	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
Effect: Assume the physical appearance and many abilities of a	a centau	r [MM 32]; see text.		Target: You			Caster Level: 7	

^{* =}Domain/Speciality Spell

Notes:	
Character Sheet Notes:	