

*: weapon is equipped

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

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

		EQUIPME	NT			
	ITEM		LOCATIO	N QTY	/ WT	COST
Laelia's Mother Gain +1 to your Caster Le		Amulet	Equipped	d 1	0.0	0.0
Claw			Carried	1	0.0	0.0
Faerie Garb			Equipped	d 1	0.5	1.0
Longsword +1			Equipped	d 1	4.0	2315.0
Sentient Rod of	Any W	eapon	Equipped	d 1	0.0	0.0
Special Backpa	ck of Ho	olding	Equipped	d 1	0.0	0.0
Special Boots			Equipped	d 1	0.0	0.0
T	OTAL WE	IGHT CARRIED/V	ALUE		4.5 lbs	. 2316.0 gp
	1	NEIGHT ALLO	WANCE			
Light	76	Medium	153		Heavy	230
Lift over head	230	Lift off ground	460	Push	/ Drag	1150

	,	VEIGITI /LEG	V V / (1 V O I	_	
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
		Special Att	acks		
Any Weapon Rod				[Andre	ew Game]
Becomes non-co	mplex we	apon as a free acti	on.		
Natural Weapon (Claw)			[Andrew Ga	me, web]
You can use you	ır sharp cl	aws to deal lethal (slashing)	damage instead of	nonlethal
damage with an u	narmed a	ttack. Attacks made	e with nat	ural weapons do n	ot provide
attacks of opporting	ity.				
Warcraft				[Distant Horizons	
				Eclipse - T	
				Perso	ona, p.10]
+7 BAB					

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

	Recurring Bonuses	
Duties		[Distant Horizons Games -
		Eclipse - The Codex
		Persona, p.17]
	ants 2 CP per level. [+18 total CP].	
Character Creation Fa Increased Effect (Mag	ast Learner / Specialized for gic Levels)	[Distant Horizons Games - Eclipse - The Codex
		Persona, p.17]
+2 CP a level toward	s selected item. [+18 total CP].	

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

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

\neg		
-	Eclipse Abilities Character Points Total	[Distant Horizons Games - Eclipse - The Codex
	Character Points Total 328, Bonus Feats have added added 10 CP, Duties adds 18 CP, Fast Learner adds 18 Companions adds 6 CP	
)	Adept (Knowledge (Nature), Martial Arts, Perception, Persuasion)	[Distant Horizons Games - Eclipse - The Codex Persona, p.24]
	Choose four related skills that only cost 1/2 a Character Companion	Point for each skill rank. [Distant Horizons Games - Eclipse - The Codex Persona, p.27]
)	Gain a companion creature of your choice.	
	Companion / Template	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
	adds a single template of up to +2 ECL to a max of +6 to Companion / Great Form	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
e] b]	(+6 CP) 3/day apply Righteous Might 9 to a companion Companion / Might (Positive Levels)	as a Free Action. [Distant Horizons Games - Eclipse - The Codex Persona, p.27]
al	(+6 CP) Companion gets +2 Positive Levels (p.86)	
e -	Familiar	[Distant Horizons Games - Eclipse - The Codex Persona, p.27]
X: [[0	You have a familiar companion Deep Sleep	[Distant Horizons Games -
		Eclipse - The Codex Persona, p.30]
	You only require 4 hours of sleep instead of 8 hours to be +4 racial bonus on saves against sleep and paralysis	[Andrew Game, web]
ex a]	Fortune / Evasion	[Distant Horizons Games - Eclipse - The Codex Persona, p.53]
6] 6]	On Successful Reflex Save, ignore effect of Reflex Half, Improved Initiative (2x)	Partial. [Distant Horizons Games - Eclipse - The Codex Persona, p.53]
6]	+2 to initiative each time taken [+4 Bonus] Innate Enchantment	[Distant Horizons Games - Eclipse - The Codex
9]	adds innate power that may duplicate the effects of a rat up to 5000 GP [Currently at 5000 GP] (according to to the total content of th	he standard d20 rules). The cost to create said item. For
; - ex 7]	Wisdom-Linked Skills	[Distant Horizons Games - Eclipse - The Codex Persona]
	+2 Competence bonus to Wisdom Skills. Innate Enchantment / Enhanced Attribute (+2	[Distant Horizons Games -
; - ex 7]	Dexterity)	Eclipse - The Codex Persona]
	[At Will] Grants +2 Enhancement Bonus to Dexterity Innate Enchantment / Enhanced Attribute (+2	[Distant Horizons Games -
; -	Wisdom) [At Will] Grants +2 Enhancement Bonus to Wisdom	Eclipse - The Codex Persona]
9]	Innate Enchantment / Inspiring Word	[Distant Horizons Games - Eclipse - The Codex Persona]
: - ex 9]	provides a +1 Morale Bonus on saves, attacks, chec Use-Activated, L1 at CL1, Personal Only, 1400 GP). Legionary	
; -	Gain +1/2/3 bonus to AC, Attacks and Reflex Saves v	Eclipse - The Codex Persona, p.53]
0]	who have this feat. Lelia's Orb	[Andrew Game]
1	Grants Shapeshift Mental Link	[Andrew Game, Custom]
-	You are automatically in Mental Contact with your comp	
a]	Mindspeech	[Distant Horizons Games - Eclipse - The Codex Persona, p.37]
×	(6 CP). You gain the ability to send and receive thought unwilling) targets within a 60' radius	ts with willing (or at least not
1]	Botanical Mastery	[Distant Horizons Games -

[Distant Horizons Games Eclipse - The Codex Persona] Mindspeech / Beastspeech

[Distant Horizons Games -Eclipse - The Codex Persona, p.37]

(+6 CP) allows full communication with animals, rather than the simple communication of vague emotions and urges possible with basic Mindspeech. While animals generally aren't very smart, this translates things into rough "speech."

Mindspeech / Spirit Speech

[Distant Horizons Games **Eclipse - The Codex** Persona, p.38]

(+6 CP) allows you to communicate with unlinked creatures on coexistent planes. The user may attempt to communicate with individuals on other planes in general.

Occult Sense (Spirit Sight)

[Distant Horizons Games **Eclipse - The Codex** Persona, p.38]

You have selected senses out to 60'

Shapeshift

[Distant Horizons Games **Eclipse - The Codex** Persona, p.42]

(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.

Shapeshift / Natural Magic

[Distant Horizons Games

Eclipse - The Codex Persona, p.43]

(+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.

Martial Arts

Martial Arts Basic / Attack (3x)

[Distant Horizons Games Eclipse - The Codex Persona, p.81]

Gain additional +1 each time taken [currently +3] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses (4x)

[Distant Horizons Games **Eclipse - The Codex**

Persona, p.81]

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

Martial Arts Advanced / Mind Like Moon

[Distant Horizons Games **Eclipse - The Codex** Persona, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

Martial Arts Advanced / Reach

[Distant Horizons Games **Eclipse - The Codex**

Persona, p.81]

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

Martial Arts Occult / Paralyze

[Distant Horizons Games **Eclipse - The Codex** Persona, p.82]

(-2 Con) This allows you to paralyze any one enemy you hit this round for 1d6 minutes unless he or she makes a Fortitude save at DC 10 +(Wis Mod).

PROFICIENCIES

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

LANGUAGES

Common, Draconic, Druidic, Elven, Terran

TEMPLATES

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

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

LEVEL 0

Name Create Water	DC	Saving Throw None	Time Standard Action	Duration Instantaneous		Comp. V,S	Spell Resistance No	School Conjuration (Creation) [Water]	Source PHB: p.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gallor	ns/level of	water	Caster Level: 14	
Cure Minor Wounds Effect: Cures 1 point of damage.	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch \\ Target: Creature touch	V,S ched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 14	PHB: p.216
Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous		V	Yes [harmless]	Abjuration	SC: p.59
Effect: Awakens sleeping creatures and those knocked out from	nonleth	nal damage [but stagger None		Concentration, up to 1 minutes/level [D]	Target: All creatures centered on you	vitnin a 1: V,S	No	Caster Level: 14 Divination	PHB: p.219
Effect:		NOTIC	Action	Concentration, up to 1 minutes/lever [D]	Target: Cone-shaped			Caster Level: 14	111b. p.219
Detects spells and magic items within 60 ft. Detect Poison		None		Instantaneous	Close (60 ft.)	V,S	No	Divination	PHB: p.219
Effect:			Action		Target: One creature	, one obje	ct, or a 5-ft. cube	Caster Level: 14	
Detects poison in one creature or small object. The Flare	15	Fortitude negates	Standard Action	Instantaneous	Close (60 ft.)	/	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].			Action		Target: Burst of light			Caster Level: 14	
Guidance	15	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch \	V,S	Yes	Divination	PHB: p.238
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature touc			Caster Level: 14	
Carlon Direction		None	Standard Action	Instantaneous		V,S	No	Divination	PHB: p.246
Effect: You discern north.					Target: You			Caster Level: 14	B.I.B. 2.12
Effect:		None	Standard Action	10 minutes/level [D]			No	Evocation [Light] Caster Level: 14	rнв: p.248
Object shines like a torch.	15	Will negates	Standard	Instantaneous	Target: Object touche	ea V,S	Yes (harmless, object)		PHB: p.253
Effect:	.5	(harmless, object)	Action		Target: One object of			Caster Level: 14	
Makes minor repairs on an object.		None		d 10 minutes/level		3	No	Necromancy	SC: p.146
Effect:			action		Target: Cone-shaped	l emanatio	n	Caster Level: 14	
Same as deathwatch but only functions on plants and ar Purify Food and Drink	nimals; s 15	ee text. Will negates (object)		Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect: Purifies 1 cu. ft./level of food or water.			Action		Target: 1 cu. ft./level.	of contam	ninated food and water	Caster Level: 14	
Read Magic		None	Standard Action	10 minutes/level	Personal	/,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 14	
Resistance	15	Will negates (harmless)	Standard Action	1 minute	Touch	/,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					Target: Creature touc			Caster Level: 14	
Unitue	15	Fortitude negates (harmless)	Standard Action	1 min.		√,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.					Target: Creature touc	ched		Caster Level: 14	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.) Target: One Small fire	V,S,M	No	Transmutation [Fire] Caster Level: 14	SC: p.12
Create a small fire elemental.		None	1 round	Concentration, up to 1 round/level [D]	-	v,S,M	No	Transmutation	SC: p.13
Effect:					Target: Cube of wate			[Water] Caster Level: 14	
Create a small water elemental. Animate Wood		None	1 round	Concentration, up to 1 round/level [D]		V,S,M	No	Transmutation	SC: p.13
Effect: Animates a wooden object to attack who you designate.		NI/A			Target: One Small or		•	Caster Level: 14	00 10
Aspect of the Wolf	16	N/A	1 standard action	d 10 minutes/level		V,S,M/DF	N/A	Transmutation	SC: p.16
Effect: You assume the physical appearance and many of the q	ualities	of a wolf. N/A	1 standard	d 1 round/level	Target: You Personal	/,S	N/A	Caster Level: 14 Abjuration	SC: p.18
Aura Against Flame	10	INO	action	2 1 104114/16961	Target: You	v,U	1973	Caster Level: 14	ου. μ. το
Protects against first 10 points of fire damage, it also ext	inguishe 16	Fortitude negates	1 standard	d 1 minute/level	-	/,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
Effect:		[harmless]	action		Target: Creature touc		•	Caster Level: 14	
Layer of slime coats you, inflicting 1d8 damage to any cr	eature h	itting you with unarmed N/A	1 Standard	ouch attack or natural weapon. d 1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
Effect:	ao 10 0) Soo toyt	Action		Target: You			Caster Level: 14	
Change your hands into claws. Damage 1d4; Threat ran	ge 19-20 16	Fortitude negates [harmless]	1 standard	1 1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
Effect: Subject continues to fight even at -1 to -9 and gains +4 e	enhance		300011		Target: Creature touc	ched		Caster Level: 14	
□□□□□ Beget Bogun		None	1 standard	I Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
Effect: Creates a natural homunculus.					Target: Tiny Construc			Caster Level: 14	
Branch to Branch	16	N/A	1 standard action	1 1 hour/level [D]		V,S	N/A	Transmutation	SC: p.38
Effect: Gain +10 competence bonus on Climb checks made in t	rees, als			4.4 minute/lovel	Target: You	/ C DE	No	Caster Level: 14	SC: n 30
Breath of the Jungle		None	1 standard action	d 1 minute/level	Medium (240 ft.) \ Target: Mist spreads	/,S,DF in a 40-ft	No radius 20 ft high	Transmutation Caster Level: 14	SC: p.39
DC of saves vs. poison or disease increases by 2				* =Domain/Speciality Spell	. a. go mior spreads			2000/ E0VE/. 14	

				Druid Spells					
□□□□□ Buoyant Lifting		None	1 immediate	1 minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: p.40
			action						
Effect: Travel to the surface at 60 ft/round.					Target: One willing omore than 20 ft. apa		rel, no two of which are	Caster Level: 14	
Calm Animals	16	Will negates; see text	Standard Action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Animals with	in 30 ft of	each other	[Mind-Affecting] Caster Level: 14	
Calms 2d4 + 1/level HD of animals.	40	NI/A	4	10	-				00 . 40
Camouflage	16	N/A	action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 14	
Charm Animal	16	Will negates	Standard Action	1 hour/level	Close (60 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.208
5%			71011011		T			[Mind-Affecting]	
Effect: Makes one animal your friend.					Target: One animal			Caster Level: 14	
Claws of the Bear	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with ea	ach atta	ack.			Target: You			Caster Level: 14	
Climb Walls	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:					Target: Creature tou	ched		Caster Level: 14	
Gain +10 enhancement bonus on climb check. Bonus incre	eases 1	to +20 @5th level and + None		vel. 10 minutes/level [D]	Long (960 ft.)	V,S	No	Evocation (Water)	SC: p.49
Effect:					Target: 100-ftradius	s emanatio	n	Caster Level: 14	
Heavy rain reduces visibility4 Spot & Search.	16	No [fire] or Fortitude	1 standard	1 minute/level [fire source] or	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: p.50
Effect:		half		Instantaneous [creature]	Target: One fire sour			[Cold] Caster Level: 14	•
Flames deal cold damage; see text		None	1 otor de l	1 minute/level	creature; see text		•	Transmutation	CC: 2 E3
Crabwalk		NOTIC	1 standard action	i militule/level		V,S,M	No	[Cold]	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no					Target: Creature tou			Caster Level: 14	
Cure Light Wounds	16	Will half (harmless); see text		Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou	ched		Caster Level: 14	
Deep Breath	16	N/A	1	1 round/level	Personal	V	N/A	Conjuration	SC: p.61
			immediate action					(Creation) [Air]	
Effect: Your lungs are constantly filled with air for the duration of t	he spe	II.			Target: You			Caster Level: 14	
Delay Disease	16	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect: Halts any nonmagical disease for the duration of the spell.					Target: Creature tou	ched		Caster Level: 14	
Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]Long (960 ft.)	V,S	No	Divination	PHB: p.218
Effect:			ACTION		Target: Cone-shaped	d emanatio	n	Caster Level: 14	
Detects kinds of animals or plants. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	Standard	Concentration, up to 10 minutes/level [D	160 ft	V C	No	Divination	PHB: p.220
		NOTIC		Concentration, up to 10 minutes/level [D	/J00 It.	V,S	INO		
Effect:		None	Action	Concentration, up to 10 minutes/lever [D	Target: Cone-shape			Caster Level: 14	
Effect: Reveals natural or primitive traps.	16		Action		Target: Cone-shaped	d emanatio	n	Caster Level: 14	
Effect: Reveals natural or primitive traps. DUDDE Elements	16	Will negates (harmless)			Target: Cone-shaped	d emanatio		Caster Level: 14 Abjuration	PHB: p.226
Effect: Reveals natural or primitive traps. Compared to the c	16	Will negates (harmless)	Action Standard Action	24 hours	Target: Cone-shaped Touch Target: Creature tou	d emanation	Yes (harmless)	Caster Level: 14 Abjuration Caster Level: 14	PHB: p.226
Effect: Reveals natural or primitive traps. Compared to the c	16	Will negates	Action Standard Action		Target: Cone-shaped Touch Target: Creature tou	d emanatio	n	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion)	
Effect: Reveals natural or primitive traps. Compared Elements Effect: Exist comfortably in hot or cold environments. Compared Environments. Compared Elements Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)	Action Standard Action 1 standard	24 hours	Target: Cone-shaped Touch Target: Creature tou	d emanation	Yes (harmless)	Caster Level: 14 Abjuration Caster Level: 14 Enchantment	PHB: p.226
Effect: Reveals natural or primitive traps. Compared to the compared traps. Effect: Exist comfortably in hot or cold environments. Effect: Compared traps. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena	lty to A	Will negates (harmless)	Action Standard Action 1 standard action	24 hours Concentration +1 round/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal	d emanation	Yes (harmless)	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Effect: Reveals natural or primitive traps. Comparison of the primitive traps. Effect: Exist comfortably in hot or cold environments. Comparison of the primitive traps. Effect: Comparison of the	lty to A	Will negates (harmless) None C to affected animal.	Action Standard Action 1 standard action	24 hours Concentration +1 round/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.)	d emanation V,S ched V,S V,S, DF	n Yes (harmless) Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation	PHB: p.226 SC: p.81
Effect: Reveals natural or primitive traps.	lty to A	Will negates (harmless) None C to affected animal. Reflex partial; see text	Action Standard Action 1 standard action Standard Action	24 hours Concentration +1 round/level 1 minute/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 44	d emanation V,S ched V,S V,S,DF 0-ftradius	Yes (harmless) Yes No spread	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227
Effect: Reveals natural or primitive traps. Line Elements Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Effect: Plants entangle everyone in 40-ft-radius circle.	lty to A	Will negates (harmless) None C to affected animal.	Action Standard Action 1 standard action Standard Action	24 hours Concentration +1 round/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.)	d emanatic V,S ched V,S V,S, DF O-ftradius	Yes (harmless) Yes No spread Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light]	PHB: p.226 SC: p.81 PHB: p.227
Effect: Reveals natural or primitive traps. Refect: Rests toomfortably in hot or cold environments. Rests transpace Animal Reffect: Refect: Rests transpace transpace transpace or too transpace transpace or too transpace transpace or too transpace transpace or transpace transpace transpace or transpace or transpace transpace or transpace transpace or tra	Ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None	Action Standard Action 1 standard action Standard Action Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst	d emanatic V,S ched V,S V,S,DF 0-ftradius V,S,DF nd objects v	Yes (harmless) Yes No spread Yes within a 5-ftradius	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Reveals natural or primitive traps. Refect: Refect	Ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text	Action Standard Action 1 standard action Standard Action Standard Action	24 hours Concentration +1 round/level 1 minute/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst	d emanatic V,S ched V,S V,S, DF O-ftradius	Yes (harmless) Yes No spread Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light]	PHB: p.226 SC: p.81 PHB: p.227
Effect: Reveals natural or primitive traps. Light Endure Elements Effect: Exist comfortably in hot or cold environments. Light Enrage Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Light Entangle Effect: Plants entangle everyone in 40-ftradius circle. Light Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a	ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	Action Standard Action 1 standard action Standard Action Standard Action Standard Action 1 standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.)	d emanatic V,S ched V,S V,S,DF 0-ftradius V,S,DF ad objects w	Yes (harmless) Yes No spread Yes within a 5-ftradius	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Reveals natural or primitive traps. Refect: Refect	ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action Standard Action Standard Standard Action Standard Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart	d emanatic V,S ched V,S V,S, DF 0-ftradius V,S, DF id objects v V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Reveals natural or primitive traps. Refect: Exist comfortably in hot or cold environments. Refect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal crants +4 morale bonus to Str, Con, Will Saves & -2 penal crants entangle everyone in 40-ft-radius circle. Refect: Plants entangle everyone in 40-ft-radius circle. Refect: Outlines subjects with light, canceling blur, concealment, and Conc	ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	Action Standard Action 1 standard action Standard Action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart	d emanatic V,S ched V,S, DF V,S, DF dobjects v V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Reveals natural or primitive traps. Line Endure Elements Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Line Entangle Effect: Plants entangle everyone in 40-ftradius circle. Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a concea	ity to A 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard Action 1 standard Action 1 standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	d emanatic V,S ched V,S, DF V,S, DF dobjects v V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Reveals natural or primitive traps.	ond the	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None None	Action Standard Action 1 standard action Standard Action Standard Action 1 standard Action Standard Action Standard Action Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	d emanatic V,S ched V,S V,S,DF 0-ftradius V,S,DF ad objects w V,M e/level, no t V,S,DF rries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Reveals natural or primitive traps.	onus or	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard Action 1 standard Action 1 standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You	d emanatic V,S ched V,S,DF O-ftradius V,S,DF ad objects v V,M a/level, no t V,S,DF rries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Reveals natural or primitive traps.	ond the	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None None	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (60 ft.)	d emanatic V,S ched V,S V,S, DF 0-ftradius V,S, DF ad objects v V,M v/S, DF rries touch V V,S	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless]	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Chealing)	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Reveals natural or primitive traps.	onus or	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	Action Standard Action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action 1 standard action 1 of the standard action 1 of the standard action 10 minutes	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4i Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	d emanatic V,S ched V,S V,S,DF V,S,DF dobjects v V,M vellevel, no t V,S pellevel, no topart	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps.	onus or	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	Action Standard Action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action 1 standard action 1 of the standard action 1 of the standard action 10 minutes	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4d Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creature than 30 ft. apart Touch	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects w V,M belevel, no to V,S,DF rries touch V V,S,DF adveel, no to Selevel, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Reveals natural or primitive traps.	onus or	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless)	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 ominutes Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects v V,M e/level, no t V,S,DF rrries touch V V,S g/level, no t sart S,DF	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps.	onus or	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None N/A Spot checks. Will negates [harmless]	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 ominutes Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects w V,M belevel, no to V,S,DF rries touch V V,S,DF adveel, no to Selevel, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps.	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None N/A Spot checks. Will negates (harmless) Will negates (harmless)	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 ominutes Standard Action 1 standard action 1 standard action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF id objects v V,M b/level, no in V,S,DF rries touch V V,S b-flevel, no in sart S, DF veel toucher V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Reveals natural elements Effect: Exist comfortably in hot or cold environments. Refrect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal elements of the control of the control of transle everyone in 40-ftradius circle. Refrect: Plants entangle everyone in 40-ftradius circle. Refrect: Outlines subjects with light, canceling blur, concealment, a element of the control of t	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action Standard Action 1 standard action Standard Action Standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF id objects v V,M b/level, no in V,S,DF rries touch V V,S b-flevel, no in sart S, DF veel toucher V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps.	ond the Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None N/A Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF d objects v V,M v/S,DF rries touch V V,S p/level, no to very very very very very very very very	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Reveals natural or primitive traps.	nd the Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature or of Touch Target: Creature tou	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF d objects v V,M v/S,DF rries touch V V,S p/level, no to very very very very very very very very	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Reveals natural or primitive traps.	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates (harmless) Fortitude negates; see text Will negates (harmless)	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: One creature more than 30 feet ap Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft.	d emanatic V,S ched V,S,DF O-ftradius V,S,DF ad objects w V,M e/level, no t v V,S,DF rries touch V V,S,DF vel touche V,S,M object touch V,S,M oched	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Reveals natural or primitive traps.	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	Action Standard Action 1 standard action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level 1 minute/level [D] Instantaneous 10d10] negative energy.	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: You Close (60 ft.) Target: 1 creature tou Target: 1 creature tou Target: 1 creature tou Target: Creature or or Touch Target: Creature tou 120 ft. Target: 120-ft. line	d emanatic V,S ched V,S, DF O-ftradius V,S, DF id objects v V,M v,S, DF rries touch V V,S g/level, no t vart S, DF vel toucher V,S,M ched V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Necromancy Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
Effect: Reveals natural or primitive traps. Reveals natural primitive traps. Reveals natural primitive traps. Reveals natural elements Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena Reveals naturalle Effect: Plants entangle everyone in 40-ftradius circle. Reveals natural element of Stone Effect: Outlines subjects with light, canceling blur, concealment, a Reveals natural poundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Reveals natural healing nature element by 50% and +5 competence be long and healthful Rest Effect: Doubles the natural healing rate. Refect: Doubles the natural healing rate. Refect: Reveals natural healing rate element elemen	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None N/A Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless)	Action Standard Action 1 standard action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level [D] Instantaneous	Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures ar burst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal	d emanatic V,S ched V,S,DF O-ftradius V,S,DF ad objects w V,M e/level, no t v V,S,DF rries touch V V,S,DF vel touche V,S,M object touch V,S,M oched	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation (Light] Caster Level: 14 Evocation (Light] Caster Level: 14 Transmutation (Earth) Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Necromancy Caster Level: 14 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Reveals natural or primitive traps.	16 Str ag 16 16 16 16 16 16 16 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None None N/A Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless)	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] Instantaneous 10d10] negative energy. 1 hour/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: One creature than 30 feet ap Touch Target: Creature or of Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal Target: You	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF ad objects v V,M e/level, no fe V,S,DF rries touch V V,S,DF rries touch V V,S,M ched V,S,M V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249
Effect: Reveals natural or primitive traps.	16 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	Action Standard Action 1 standard action Standard Action Standard Action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level 1 minute/level [D] Instantaneous 10d10] negative energy.	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature Touch Target: 2d4 fresh be Personal Target: You Close (60 ft.) Target: One creature Touch Target: Tereature or of Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal Target: You Touch Target: 120-ft. line Personal	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no ft V,S,DF mies touch V V,S,DF wel toucher V,S,M ched V,S,M V,S,M V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
Effect: Reveals natural or primitive traps.	16 Str ag 16 16 16 16 16 16 16 16	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half a area take 1d10/caster None Will negates	Action Standard Action 1 standard action Standard Action Standard Action 1 standard Action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] Instantaneous 10d10] negative energy. 1 hour/level [D]	Target: Cone-shaped Touch Target: Creature tou Medium (240 ft.) Target: One animal Long (960 ft.) Target: Plants in a 4t Long (960 ft.) Target: Creatures arburst Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (60 ft.) Target: One creature than 30 feet ap Touch Target: Creature or of Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal Target: You	d emanatic V,S ched V,S Ched V,S,DF O-ftradius V,S,DF d objects v V,M e/level, no ft V,S,DF mies touch V V,S,DF wel toucher V,S,M ched V,S,M V,S,M V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes Yes	Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127 PHB: p.249

⁼Domain/Speciality Spell

				Druid Spells					
□□□□□ Magic Fang	16	Will negates		1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	Action		Target: Living creatur	re touched	ı	Caster Level: 14	
One natural weapon of subject creature gets +1 on attack Magic Stone	k and da 16	amage rolls. Will negates	Standard	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object) Transmutation	PHB: p.251
<u>.</u>		(harmless, object)	Action	oo miinaas or amii aloonargoa					7 7 1D. p.20 7
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage	Э.				Target: Up to three p			Caster Level: 14	
Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
Effect: Fog surrounds you.					Target: Cloud spread	ds in 20-ft.	radius from you, 20 ft.	Caster Level: 14	
Omen of Peril	16	N/A	1 round	Instantaneous		V,F	N/A	Divination	SC: p.149
Effect: Brief supplication gives you a vision that hints at how dan	aorono	the immediate future in	likaly ta ba	and tout	Target: You			Caster Level: 14	
Pass without Trace	16	Will negates	Standard	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
Effect:		(harmless)	Action		Target: 1 creature/lev	vel touched	d	Caster Level: 14	
1 subject/level leaves no tracks.		None	Standard	1 minute/level [D]	Oft.	V,S	Yes	Evocation [Fire]	PHB: p.265
Produce Flame		None	Action	i minute/lever [D]			res		FПБ. p.200
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in you	r palm		Caster Level: 14	
□□□□□ Raging Flame		None	1 standard action	1 minute	Medium (240 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
Effect: Causes existing fire to double their heat and radiance; se					Target: 30-ftradius s	spread		Caster Level: 14	
Ram's Might	16	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
Effect:			action		Target: You			Caster Level: 14	
Your hands harden +2 bonus to Str, inflict lethal damage,		u are considered armed Fortitude negates		10 minutes/level	-	V,S,DF	Voe [harmlose]	Transmutation	SC: p.166
Rapid Burrowing	16	[harmless]	action	TO MINULES/IEVEI			Yes [harmless]		CO. p. 100
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touc			Caster Level: 14	
Remove Scent	16	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
Effect:	nt off	e from crootures		tragladutas	Target: Creature touc	ched		Caster Level: 14	
Hides the scent of the affected creature or removes poter Resist Planar Alignment	nt affect 16	Will negates	1 standard	troglodytes. 1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature touc	ched		Caster Level: 14	
Grants limited protection from a plane's alignment traits; s	see text 16	Reflex half	1 standard	Instantaneous	-	V,S,DF	Yes	Evocation	SC: p.180
□□□□□ Sandblast	10	Reliex Itali	action	Instantaneous					3C. p. 160
Effect: Creatures in area take 1d6 nonlethal damage, any creatu	ure that t	fails the save is also stu	nned for 1 r	ound.	Target: 10-ftradius t	burst cente	ered on your hands	Caster Level: 14	
□□□□□ Shillelagh	16	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
Effect:					Target: One touched	nonmagic	al oak club or	Caster Level: 14	
Cudgel or quarterstaff becomes +1 weapon dealing dama	age as r	t two size categories lar None	ger for 1 mil 1 standard		quarterstaff Medium (240 ft.)	V,S,M/DF	No	Transmutation	SC: p.192
Effect:			action		Target: 30-ftradius s	enroad		[Fire] Caster Level: 14	
Doubles the amount of time to put out a fire; see text.					-				
□□□□□ Snake's Swiftness	16	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect: Subject may make another single attack melee or ranged	d: see te	ext.			Target: One allied cre	eature		Caster Level: 14	
□□□□□ Snowshoes	16	Will negates		1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect:		[harmless]	action		Target: Creature touc	ched		Caster Level: 14	
				1 minute/level	Personal	V,S	No	Divination	PHB: p.281
Speed increases by 10 ft. and no Balance checks or Reflection	lex requ		Standard			.,-			
□□□□□ Speak with Animals	lex requ	None	Standard Action					Control 2000/144	
	lex requ	None	Action		Target: You			Caster Level: 14	
Speak with Animals	lex requ		Action	1 round/level [D]	Target: You	V,S, DF	No	Caster Level: 14 Conjuration (Summoning)	PHB: p.288
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect:	lex requ	None	Action	1 round/level [D]	Target: You			Conjuration	PHB: p.288
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	lex requ	None	Action 1 round 1 standard	1 round/level [D] 1 minute/level	Target: You Close (60 ft.) Target: One summon			Conjuration (Summoning)	PHB: p.288 SC: p.216
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride Effect:		None None	Action 1 round		Target: You Close (60 ft.) Target: One summon	ned creatur	re	Conjuration (Summoning) Caster Level: 14	
Effect: You can communicate with animals. Calls creature to fight. Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb	o checks	None None	Action 1 round 1 standard action	1 minute/level	Target: You Close (60 ft.) Target: One summor Personal Target: You	ned creatur	re No	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14	SC: p.216
□□□□□ Speak with Animals Effect: You can communicate with animals. □□□□□ Summon Nature's Ally I Effect: Calls creature to fight. □□□□□ Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb		None None	Action 1 round 1 standard action		Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.)	v,s V,s,M	re	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity]	
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature of fight. Calls creature development of the fight	o checks 16	None None Reflex negates; see text	1 round 1 standard action 1 standard action	1 minute/level 1 round/level	Target: You Close (60 ft.) Target: One summon Personal Target: You Close (60 ft.) Target: One creature	v,s V,s,M	re No	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation	SC: p.216
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb Minature thundercloud follows creature unerringly each of 1 pt of damage.	o checks 16	None None Reflex negates; see text	1 standard action 1 standard action 1 standard action r leaves the	1 minute/level 1 round/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is	v,s V,s,M	re No	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity]	SC: p.216
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature to fight. Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each of 1 pt of damage.	o checks 16 round [e	None None Reflex negates; see text ven if it goes invisible o	1 standard action 1 standard action 1 standard action r leaves the	1 minute/level 1 round/level region] striking it with lightning that deal	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch	v,s V,s,M	re No Yes	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation	SC: p.216 SC: p.219
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature to fight. Thurstooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each relation of damage. The programment of the	o checks 16 round [e 16 during t	None None Reflex negates; see text ven if it goes invisible o Will negates	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma	v,s,M	Yes Yes tt touched	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14	SC: p.216 SC: p.219 SC: p.223
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature to fight. Move through difficult terrain at full speed. Gain +2 Climb Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Calls creature through difficult terrain at full speed. Gain +2 Climb Calls creature through difficult terrain at full speed. Gain +2 Climb Calls creature through difficult terrain at full speed. Gain +2 Climb Calls creature through difficult terrain at full speed. Gain +2 Climb Calls creature through difficult terrain at full speed. Gain +2 Climb Calls creature to fight.	o checks 16 round [e	None None Reflex negates; see text ven if it goes invisible o Will negates	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma	v,s V,s,M	re No Yes	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation	SC: p.216 SC: p.219
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature device. Move through difficult terrain at full speed. Gain +2 Climb Calls creature thundercloud follows creature unerringly each of the fight of the figh	o checks 16 round [e 16 during t	None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell.	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma	v,s,M	Yes Yes tt touched	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration	SC: p.216 SC: p.219 SC: p.223
Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Calls creature to fight. Thunderhead Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each report of damage. The feet of the fe	o checks 16 round [e 16 during t	None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates Will negates	1 standard action 1 swift action 1 standard	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You	v,s,M	Yes Yes tt touched	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration Creation) [Air] Caster Level: 14 Conjuration	SC: p.216 SC: p.219 SC: p.223
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Call Call Call Call Call Call Call Cal	o checks 16 cound [e 16 during 1 16 c to the c	None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates [narmless]	1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You	v,s,M v,s,M v,s,M v,s,M	Yes Yes tt touched N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228
☐☐☐☐☐Speak with Animals Effect: You can communicate with animals. ☐☐☐☐☐Summon Nature's Ally I Effect: Calls creature to fight. ☐☐☐☐☐Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb ☐☐☐☐☐Thunderhead Effect: Minature thundercloud follows creature unerringly each of 1 pt of damage. ☐☐☐☐Traveler's Mount Effect: Gain 10 ft. per level of altitude, and then gently float back ☐☐☐☐☐Vigor, Lesser Effect: Grants target fast healing ability for the duration of the specificat: Grants target fast healing ability for the duration of the specificat: Grants target fast healing ability for the duration of the specificat:	o checks 16 round [e 16 during 1 16 x to the (c 16	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell: N/A Will negates [harmless]	1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: You Touch Target: Living creature	v,s,M v,s,M v,s,M v,s,M v,s,M	Yes Yes tt touched N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Call calls creature unerringly each relation of damage. Traveler's Mount Effect: Calls creature to fight. Calls creature unerringly each relation of the speed but cannot attack Calls creature unerringly each relation of the speed but cannot attack Calls creature unerringly each relation of the speed but cannot attack Calls creature to fight.	o checks 16 cound [e 16 during 1 16 c to the c	None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates [narmless]	1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: You Touch Target: Living creature	v,s,M v,s,M v,s,M v,s,M	Yes Yes tt touched N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination	SC: p.216 SC: p.219 SC: p.223 SC: p.228
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Calls creature to fight. Calls creature to fight. Calls creature to fight. Thunderhead Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each in 1 pt of damage. The feet enhancement bonus to speed but cannot attack The feet: The feet enhancement bonus to speed but cannot attack The feet: Cain 10 ft. per level of altitude, and then gently float back The feet: Cain 10 ft. per level of altitude, and then gently float back The feet: Cain 10 ft. per level of altitude, and then gently float back The feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet: Cannot starget fast healing ability for the duration of the speed of the feet of	o checks 16 tound [e 16 during 1 16 to the c 16 he abilit	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates (harmless) lis 1 hp automatically per N/A y.	1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: Living creature Target: You	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M	Yes Yes tt touched N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
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Effect: You can communicate with animals. Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Call communication of the speed but cannot attack of the speed bu	o checks 16 tound [e 16 during 1 16 to the c 16 he abilit	None None None Reflex negates; see text ven if it goes invisible of text Will negates the duration of the spell. N/A ground. Will negates [harmless] ils 1 hp automatically per N/A y. Fortitude partial; see	1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: You Close (60 ft.) Target: You Close (60 ft.)	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,S	Yes Yes tt touched N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination Caster Level: 14 Conjuration Caster Level: 14 Conjuration	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Minature thundercloud follows creature unerringly each of pt of damage. Calls creature thundercloud follows creature unerringly each of pt of damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of pt of the damage. Calls creature thundercloud follows creature unerringly each of the creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thundercloud follows creature unerringly each of the damage. Calls creature thunder	o checks 16 tound [e 16 during 1 16 to the c 16 he abilit	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates (harmless) lis 1 hp automatically per N/A y. Fortitude partial; see text	1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creatur Personal Target: You Close (60 ft.) Target: A straight was square/level [S]	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,S	Yes Yes tt touched N/A Yes [harmless] N/A	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination Caster Level: 14 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration (Creation)	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Effect: You can communicate with animals. Effect: You can communicate with animals. Effect: Calls creature to fight. Effect: Minature thundercloud follows creature unerringly each report of damage. Calls creature undercloud follows creature unerringly each report of the damage. Calls creature undercloud follows creature unerringly each report of damage. Effect: Hot feet enhancement bonus to speed but cannot attack calls calls calls calls cannot attack calls cal	16 16 16 16 during 1 16 16 to the s 16 16 he abilit	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A ground. Will negates [harmless] lis 1 hp automatically pen N/A y. Fortitude partial; see text	Action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: You Close (60 ft.) Target: A straight was square/level [S] Touch	oned creature V,S V,S,M V,S,M Second control V,S V,S,M V,S V,S,M V,S V,S V,S,M V,S	Yes Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft.	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination Caster Level: 14 Conjuration (Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) Caster Level: 14 Transmutation	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Effect: You can communicate with animals. Effect: You can communicate with animals. Galls creature to fight. Galls creature to fight. Galls creature to fight. Galls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each in 1 pt of damage. Traveler's Mount Effect: +10 feet enhancement bonus to speed but cannot attack Gain 10 ft. per level of altitude, and then gently float back Gain 10 ft. per level of altitude, and then gently float back Gain 10 ft. per level of Strike Effect: Grants target fast healing ability for the duration of the speed	o checks 16 cound [e 16 during 1 16 to the q 16 he abilit 16	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates (harmless) Is 1 hp automatically pen N/A y. Fortitude partial; see text Fortitude negates (harmless)	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: You Close (60 ft.) Target: A straight was square/level [S] Touch Target: Creature touch	ned creature V,S V,S,M V,S,M V,S sigical beas V,S,M V,S are touched V,DF V,S all whose ar S,M ched	Yes Yes Yes tt touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Call communication of the creature unerringly each in 1 pt of damage. Call communication of the communication of the speed but cannot attack in 10 feet enhancement bonus to speed but cannot attack in 10 feet enhancement in 10	16 16 16 16 during 1 16 16 to the s 16 16 he abilit	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates (harmless) lis 1 hp automatically per N/A y. Fortitude partial; see text	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is repet: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: You Close (60 ft.) Target: A straight was squarelevel [S] Touch Target: Creature touc Close (60 ft.)	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,S	Yes Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft.	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb climber of the communication of the communication of the speed of the communication of the sp	o checks 16 16 16 16 during 1 16 16 16 16 16 16	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pen N/A y. Fortitude partial; see text Fortitude negates [harmless]	1 standard action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creature Personal Target: You Close (60 ft.) Target: A straight was square/level [S] Touch Target: Creature touch	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,S	Yes Yes Yes tt touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.235 SC: p.235 SC: p.240
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb Call communication of the creature unerringly each in 1 pt of damage. Call communication of the communication of the speed but cannot attack in 10 feet enhancement bonus to speed but cannot attack in 10 feet enhancement in 10	o checks 16 16 16 16 during 1 16 16 16 16 16 16	None None None Reflex negates; see text ven if it goes invisible of Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pen N/A y. Fortitude partial; see text Fortitude negates [harmless]	1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creatur Personal Target: You Close (60 ft.) Target: A straight was square/level [S] Touch Target: Creature touc Close (60 ft.) Target: Creature touc Close (60 ft.)	v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M v,s,S	Yes Yes Yes tt touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Conjuration	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.235 SC: p.235 SC: p.240
Effect: You can communicate with animals. Effect: You can communicate with animals. Calls creature to fight. Effect: Move through difficult terrain at full speed. Gain +2 Climb calls for the communication of the communication of the communication. Effect: Minature thundercloud follows creature unerringly each in pt of damage. Calls creature thundercloud follows creature unerringly each in pt of damage. Calls creature undercloud follows creature unerringly each in pt of damage. Calls creature and thundercloud follows creature unerringly each in pt of damage. Calls creature and the remaining the calls cal	o checks 16 cound [e 16 during 1 16 k to the (c 16 he abilit 16 16 damage	None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	1 standard action 1 swift action 1 standard action	1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level Instantaneous	Target: You Close (60 ft.) Target: One summor Personal Target: You Close (60 ft.) Target: One creature is Touch Target: Animal or ma Personal Target: You Touch Target: Living creatur Personal Target: You Close (60 ft.) Target: A straight was square/level [S] Touch Target: Creature touc Close (60 ft.) Target: Creature touc Close (60 ft.)	v,s,M	Yes Yes Yes t touched N/A Yes [harmless] N/A No rea is up to one 10-ft. Yes [harmless]	Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Evocation [Electricity] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Air] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Transmutation [Cold] Caster Level: 14	SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240 SC: p.241

^{* =}Domain/Speciality Spell

Druid Spells LEVEL 2

				LEVEL 2					
Name	DC 17			Duration 1 minute/level		Comp. /,S,DF	Spell Resistance Yes [harmless]	School Transmutation	Source SC: p.9
⊒□□□□ Align Fang Effect:	17		action	i minuterievei				Caster Level: 14	ос. р.э
Aligns a creature's natural weapon to good-,evil-,lawful-,or					Target: Living creatur				
□□□□ Animalistic Power	17		1 standard action	1 minute/level	Touch	/,S,M	Yes [harmless]	Transmutation	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Const	titution				Target: Creature touc	hed		Caster Level: 14	
Animal Messenger	17	None; see text	Standard Action	1 day/level	Close (60 ft.) Target: One Tiny anir	/,S,M mal	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	PHB: p.198
Sends a Tiny animal to a specific place. Animal Trance	17	Will negates; see text	Standard Action	Concentration		/,S	Yes	Enchantment (Compulsion) [Mind-Affecting,	PHB: p.198
Effect:					Target: Animals or ma	agical bea	sts with Intelligence 1	Sonic] Caster Level: 14	
Fascinates 2d6 HD of animals.		None	1	1 minute/level	or 2	- /	Yes [harmless]	Abiuration	SC: p.19
JJJJAVOIG Flanai Eliects			immediate action	· minatorio voi	20 11.		reo (namieco)	/ lojurulion	СС. р. 10
Effect: Gain temporary respite from the natural effects of a specifi	io plon		dollori		Target: One creature	/level in a	20-ft. radius burst	Caster Level: 14	
DDDD Balancing Lorecall	17	N/A		1 minute/level [D]		/,S,M/DF	N/A	Divination	SC: p.23
Effect:			action		Target: You			Caster Level: 14	
Gain +4 insight bonus to balance bonus; see text.		None	Standard	10 minutes/level	Touch	/,S, DF	Yes (harmless)	Transmutation	PHB: p.203
Effect:			Action		Target: Living creatur			Caster Level: 14	
Grants +2 Enhancement bonus to natural armor. Additional									
⊒□□□□ Bear's Endurance	17		Standard Action	1 minute/level			Yes	Transmutation	PHB: p.203
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touc	hed		Caster Level: 14	
□□□□□ Binding Winds	17		1 standard action	Concentration	Medium (240 ft.)	/,S	Yes	Evocation [Air]	SC: p.27
Effect:			a out of t		Target: One creature			Caster Level: 14	
Subject can act normally, but it cannot move from it's curre	ent loca 17	N/A		1 round/level	Personal \	/,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 14	
Gain +6 bonus to Dex, +2 Con, +3 natural armor.		None	1 standard	nstantaneous		/,S	Yes	Transmutation	SC: p.32
□□□□□ Blinding Spittle			action	note: Italioous	, ,		. 55		00. p.02
Effect: Spit caustic saliva into foes eyes on successful ranged tou	uch atta				Target: One missile of			Caster Level: 14	
□□□□ Blood Frenzy	17		1 standard : action	Special; see text	Touch	/,S	Yes	Transmutation	SC: p.33
Effect: Target enters a rage, as its rage special ability, but this rag	anh an	en't count against it's tot	al		Target: Any creature	with the ra	ge ability	Caster Level: 14	
DDDDD Body of the Sun	17	Reflex half	1 standard	1 round/level	5 ft.	/,S,DF	Yes	Transmutation	SC: p.35
Effect:			action		Target: 5 ftradius er	nanation c	entered on you	[Fire] Caster Level: 14	
Fire and light extend 5ft. from caster's body inflicting 1d4/2	2 levels	[max 5d4] points of fire None		iflex save for half]. 1 round/level	Touch \	/,S,M	No	Transmutation	SC: p.38
Effect:			action		Target: Wooden wea			Caster Level: 14	
Small magical thorns/spikes protrude from wooden weapo	n; gair				_				00 . 00
⊒□□□□ Briar Web			action	1 minute/level			No	Transmutation	SC: p.39
Effect: As entangle, but thorns deal damage each round.					Target: 40-ft-radius s	pread.		Caster Level: 14	
⊒□□□□ Bull's Strength	17		Standard Action	1 minute/level	Touch	/,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.		(Target: Creature touc	hed		Caster Level: 14	
Burrow	17			1 minute/level [D]	Touch	/,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect:		[harmless]	action		Target: Creature touc	hed		Caster Level: 14	
Burrow through earth at 30 ft unless wearing Medium or he Camouflage, Mass	eavier 17			ft. 10 minutes/level	Medium (240 ft.)	/ S	Yes [harmless]	Transmutation	SC: p.43
Effect:			action	To minute di noto i			s, no two of which can		СС. р. 10
As camouflage, except the effect is mobile within the group					be more than 60 ft. ap	part			
□□□□□ Cat's Grace		Will negates		1 minute/level	Touch \	/,S,M	Yes	Transmutation	PHB: p.208
JJJJ Cat's Clace	17		Action						
	1/		Action		Target: Creature touc	ched		Caster Level: 14	
Effect: Subject gains +4 to Dex for 1 minutes/level.	17	(harmless)	Standard	7 rounds	-	ched /,S, DF	Yes (object)	Transmutation	PHB: p.209
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect:		(harmless)		7 rounds	Close (60 ft.) **Target: Metal equipm**	/,S, DF ent of 1 cr	eature/2 levels, no two	Transmutation [Cold]	PHB: p.209
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it.	17	(harmless) Will negates (object)	Standard Action		Close (60 ft.) Target: Metal equipm of which can be more metal	/,S, DF ent of 1 cr than 30 ft	eature/2 levels, no two apart; or 350 lbs of	Transmutation [Cold] Caster Level: 14	
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it.		(harmless) Will negates (object) Fortitude negates	Standard		Close (60 ft.) Target: Metal equipm of which can be more metal	/,S, DF ent of 1 cr	eature/2 levels, no two	Transmutation [Cold]	PHB: p.209 SC: p.49
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cold wings Effect:	17	(harmless) Will negates (object) Fortitude negates	Standard Action		Close (60 ft.) Target: Metal equipm of which can be more metal	/,S, DF ent of 1 cr than 30 ft /,S	eature/2 levels, no two apart; or 350 lbs of	Transmutation [Cold] Caster Level: 14	
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft.	17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D]	Standard Action 1 standard action 1 standard	1 hour/level	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touch	/,S, DF ent of 1 cr than 30 ft /,S	eature/2 levels, no two apart; or 350 lbs of	Transmutation [Cold] Caster Level: 14 Transmutation	
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon	17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D]	Standard Action 1 standard action	1 hour/level	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touch	/,S, DF ent of 1 cr than 30 ft /,S ched	eature/2 levels, no two . apart; or 350 lbs of Yes [harmless]	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14	SC: p.49
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours.	17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half	Standard Action 1 standard action 1 standard action 1 standard action	I hour/level 12 hours	Close (60 ft.) **Target: Metal equipm of which can be more metal Touch **Target: Creature touch Close (60 ft.) **Target: One lycanthrope of the control	/,S, DF ent of 1 cr than 30 ft /,S ched	eature/2 levels, no two . apart; or 350 lbs of Yes [harmless]	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation	SC: p.49
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours.	17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half	Standard Action 1 standard action 1 standard action	I hour/level 12 hours	Close (60 ft.) Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.)	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M	eature/2 levels, no two . apart; or 350 lbs of Yes [harmless] Yes	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold]	SC: p.49
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold (+1d6/round).	17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half	Standard Action 1 standard action 1 standard action 1 standard action	1 hour/level 12 hours 3 rounds	Close (60 ft.) **Target: Metal equipm of which can be more metal Touch **Target: Creature touc Close (60 ft.) **Target: One lycanthro Close (60 ft.) **Target: One creature	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M oppe /,S,F	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14	SC: p.49 SC: p.53 SC: p.55
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Child Creeping Cold Effect: Deals progressive damage from cold (+1d6/round). Child Creeping Cold Child Creeping Cold Effect: Deals progressive damage from cold (+1d6/round).	17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half	Standard Action 1 standard action 1 standard action 1 standard action	I hour/level 12 hours	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M	eature/2 levels, no two . apart; or 350 lbs of Yes [harmless] Yes	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration	SC: p.49
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Countermoon Effect: Deals progressive damage from cold (+1d6/round). Cappagerspell Stance	17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half	Standard Action 1 standard action	1 hour/level 12 hours 3 rounds	Close (60 ft.) Araget: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M oppe /,S,F	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14	SC: p.49 SC: p.53 SC: p.55
Effect: Subject gains +4 to Dex for 1 minutes/level. Cold metal damages those who touch it. Cold metal damages who touch it. Cold metal damage from cold [+1d6/round]. Cold metal damage when you make it. Cold metal damages when you it. Cold metal damages when you make it. Cold metal damages when you it. Cold metal damages when you make it. Cold metal damages when you it. C	17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A I attack wielding two da	Standard Action 1 swift action 1 swift action	I hour/level 12 hours 3 rounds 1 round/level [D] deflect spells [SR 5+level] and gain DR	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You	/,S, DF ent of 1 cr et han 30 ft /,S ched /,S,M oppe /,S,F	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes N/A	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14	SC: p.49 SC: p.53 SC: p.55 SC: p.57
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cold Wings Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold (+1d6/round). Ceffect: Deals progressive damage from cold (+1d6/round). Ceffect: Cain +2 insight bonus to hit and damage when you makes frangic when full defense. Cold metal damage when you makes frangic when full defense. Cold metal damage when you makes frangic when full defense.	17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A I attack wielding two da	Standard Action 1 swift action 1 swift action	1 hour/level 12 hours 3 rounds	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You So ft.	/,S, DF ent of 1 cr ent of 1 cr et than 30 ft /,S ched /,S,M oppe /,S,F	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes N/A	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14 Necromancy	SC: p.49 SC: p.53 SC: p.55
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold [+1d6/round]. Child Daggerspell Stance Effect: Cain +2 insight bonus to hit and damage when you mak 5/magic when full defense.	17 17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A Il attack wielding two da	Standard Action 1 standard action 1 standard action 1 standard action 1 swift action aggers. Can 1 standard action	I hour/level 12 hours 3 rounds 1 round/level [D] deflect spells [SR 5+level] and gain DR	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You Target: You Target: Living enemic centered on you	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M oppe /,S,F /,F,F /,S,DF es within a	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes Yes N/A Yes 50-ftradius emanation	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14	SC: p.49 SC: p.53 SC: p.55 SC: p.57
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold [+1d6/round]. Daggerspell Stance Effect: Cain +2 insight bonus to hit and damage when you maks/magic when full defense. Decomposition	17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A I attack wielding two da None Fortitude negates	Standard Action 1 swift action 1 swift action 1 standard 1 stand	I hour/level 12 hours 3 rounds 1 round/level [D] deflect spells [SR 5+level] and gain DR	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You Target: You Target: Living enemic centered on you	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M oppe /,S,F /,F,F /,S,DF es within a	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes N/A	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14 Necromancy	SC: p.49 SC: p.53 SC: p.55 SC: p.57
Effect: Subject gains +4 to Dex for 1 minutes/level. Cold metal damages those who touch it. Cold metal damages flow. Clear Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold [+1d6/round]. Capin Daggerspell Stance Effect: Capin +2 insight bonus to hit and damage when you makes flowing the metal defense. Cold metal damage when you makes flowed the metal damage when you make	17 17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A I attack wielding two da None Fortitude negates	Standard Action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action Standard action Standard action	I hour/level 12 hours 3 rounds 1 round/level [D] deflect spells [SR 5+level] and gain DR	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You Target: You Target: Living enemic centered on you	/,S, DF ent of 1 cr than 30 ft /,S ched /,S,M ope /,S,F /,S,F /,S,DF ess within a	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes Yes N/A Yes 50-ftradius emanation	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration	SC: p.49 SC: p.53 SC: p.55 SC: p.57
Effect: Subject gains +4 to Dex for 1 minutes/level. Chill Metal Effect: Cold metal damages those who touch it. Cloud Wings Effect: Increases fly speed by 30 ft. Countermoon Effect: Stops lycanthropic shapechanging for 12 hours. Creeping Cold Effect: Deals progressive damage from cold [+1d6/round]. Child Daggerspell Stance Effect: Cain +2 insight bonus to hit and damage when you make 5/magic when full defense. Child Decomposition Effect: Wounded creatures suffer 3 extra hp/round.	17 17 17 17 17	(harmless) Will negates (object) Fortitude negates [harmless] Will negates [D] Fortitude half N/A I attack wielding two de None Fortitude negates (harmless)	Standard Action 1 swift action 1 standard action Standard Action	I hour/level 12 hours 3 rounds 1 round/level [D] deflect spells [SR 5+level] and gain DR	Close (60 ft.) Target: Metal equipm of which can be more metal Touch Target: Creature touc Close (60 ft.) Target: One lycanthro Close (60 ft.) Target: One creature Personal Target: You Target: Living enemic centered on you Touch Target: Creature touc	/,S, DF eent of 1 cr than 30 ft /,S ched /,S,M ope /,S,F /,S,DF es within a /,S, DF ched	eature/2 levels, no two apart; or 350 lbs of Yes [harmless] Yes Yes N/A Yes 50-ftradius emanation	Transmutation [Cold] Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14	SC: p.49 SC: p.53 SC: p.55 SC: p.57

Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage.

* =Domain/Speciality Spell

				Druid Spells				
□□□□ Earthbind	17	Fortitude negates	1 standard action	1 minute/level [D]	Medium (240 ft.) V,S	Yes	Transmutation	SC: p.76
Effect: Reduce a creatures fly speed to 0, airborne creatures fall	to the	ground as if by featherfa	ıll.		Target: One creature		Caster Level: 14	
□□□□□ Earthfast		None	1 standard action	10 minutes/level [D]	Close (60 ft.) V,S	Yes [object]	Transmutation	SC: p.76
Effect: Doubles Structures HP and increases Hardness to 10.					Target: One stone structucu. ft./level	ure or rock formation, up to 25	Caster Level: 14	
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft. V,S	Yes	Abjuration	SC: p.76
Effect: Removes movement penalties through dense brush and	increas	es track DC by 5 for any			Target: 40-ft. radius emai	nation centered on you	Caster Level: 14	
Embrace the Wild	17	N/A		10 minutes/level [D]	Personal V	N/A	Transmutation	SC: p.79
Effect:		Ct Diid		aine and the same also also	Target: You		Caster Level: 14	
The caster gains an animal's sensory and skills, low-light Fins to Feet	17	Fortitude negates	1 standard	1 hour/level	Touch V,S	Yes [harmless]	Transmutation	SC: p.92
Effect:		[harmless]	action		Target: Willing creature to	ouched	Caster Level: 14	
Creatures lose swim speed but gain walk speed of 30 ft. ————— Fire Trap	17	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch V,S,I	M Yes	Abjuration [Fire]	PHB: p.231
Effect: Opened object deals 1d4+14 fire damage.					Target: Object touched		Caster Level: 14	
□□□□□Flame Blade		None	Standard Action	1 minute/level [D]	0 ft. V,S,	DF Yes	Evocation [Fire]	PHB: p.231
Effect: Touch attack deals 1d8 +7 fire damage.					Target: Sword-like beam		Caster Level: 14	
□□□□□Flaming Sphere	17	Reflex negates	Standard Action	1 round/level	Medium (240 ft.) V,S,I	M/DF Yes	Evocation [Fire]	PHB: p.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	ام		Action		Target: 5-ftdiameter sph	nere	Caster Level: 14	
———Fog Cloud	,	None	Standard Action	10 minutes/level	Medium (240 ft.) V,S	No	Conjuration (Creation)	PHB: p.232
Effect: Fog obscures vision.			, 1011011		Target: Fog spreads in 20	0-ft. radius, 20 ft. high	Caster Level: 14	
rog obscures vision. Trost Breath	17	Reflex half	1 standard action	Instantaneous	30 ft. V,S,I	M Yes	Evocation [Cold]	SC: p.100
Effect:	E-141 -	d orooturee eee it is it		iled the Defley corre	Target: Cone-shaped bur	st	Caster Level: 14	
Breath a cone of cold that deal 1d4/2 caster levels [max 5]	17	Fortitude negates	Standard		60 ft. V,S	Yes	Evocation [Air]	PHB: p.238
Effect:			Action			of severe wind emanating	Caster Level: 14	
Blows away or knocks down smaller creatures. Healing Lorecall	17	N/A		10 minutes/level	out from you to the extrer Personal V,S,		Divination	SC: p.110
Effect:			action	alla Latara a di s	Target: You		Caster Level: 14	
Allows caster with Heal ranks to remove other ailments w Healing Sting	nen usi	ing Conjuration [Healing None	1 standard	n also heal more; see text. Instantaneous	Touch V,S,I	M Yes	Necromancy	SC: p.110
Effect:			action		Target: You and one livin	g creature	Caster Level: 14	
Inflict 1d12 +1/caster level [max +10] to a living creature a		n an equal amount of HI Fortitude partial		1 round/level	Close (60 ft.) V,S,I	DF Yes	Evocation [Light,	SC: p.112
Effect:			action		Target: living creatures w	ithin a 5-ftradius burst	Fire] Caster Level: 14	
Subjects do benefit from concealment, on failed save the	y also ta 17		ch round [ha Standard		Close (60 ft.) V,S,	DF Yes (object)	Transmutation	PHB: p.239
Effect:			Action		Target: Metal equipment	of 1 creature/2 levels, no two	[Fire] Caster Level: 14	
Make metal so hot it damages those who touch it.					of which can be more that of metal, all of which must	n 30 ft. apart; or 25 lb./level t be within a 30-ft. circle		
□□□□ Hold Animal	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (240 ft.) V,S	Yes	Enchantment (Compulsion)	PHB: p.241
Effect:					Target: One animal		[Mind-Affecting] Caster Level: 14	
Paralyzes one animal for 1 round/level. Calculate the second of the sec		None	1 standard	1 round/level	Close (60 ft.) V,S,I	M No	Conjuration	SC: p.128
Effect:			action		Target: One creature/3 le	vels, no two of which are	(Creation) Caster Level: 14	
		Will negates	1 standard	1 minute/level [D]	more than 30 ft. apart 20 ft. V,DF		Divination	PHB II: p.117
Make ranged attacks against each target; see text	17		action	. ,			Caster Level: 14	·
Make ranged attacks against each target; see text Linked Perception Effect:	17	(harmless)			Target: 20-ftradius ema			
Linked Perception Effect: All allies get a shared awareness. +2 bonus on Spot and	Listen o	checks per ally in the are			Target: 20-ftradius ema	DF N/A	Divination	SC: p.133
□□□□□Linked Perception Effect:	Listen o			: you and three allies would make +6]. 10 minutes/level	Personal V,S,I	DF N/A	Divination Caster Level: 14	SC: p.133
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text.	Listen o	checks per ally in the an	1 standard action	10 minutes/level	Personal V,S,I			
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast	Listen o	checks per ally in the are	1 standard	10 minutes/level	Personal V,S,l Target: You Close (60 ft.) V,S,l		Caster Level: 14 Necromancy	SC: p.133
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text.	Listen of 17	checks per ally in the an N/A Will negates	1 standard action 1 standard action	10 minutes/level Permanent	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature	DF Yes	Caster Level: 14 Necromancy Caster Level: 14	SC: p.138
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Master Air	Listen o	checks per ally in the an	1 standard action 1 standard action	10 minutes/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I	DF Yes	Caster Level: 14 Necromancy Caster Level: 14 Transmutation	
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Fly at 90 ft. [or 60 if med or hvy armor].	17 17 17	checks per ally in the are N/A Will negates	1 standard action 1 standard action 1 standard action	10 minutes/level Permanent 1 round/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You	DF Yes F N/A	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14	SC: p.138
### Linked Perception ###################################	Listen of 17	checks per ally in the an N/A Will negates	1 standard action 1 standard action 1 standard action	10 minutes/level Permanent	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You V,S Touch V,S	DF Yes	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.138
### Linked Perception ###################################	17 17 17	checks per ally in the are N/A Will negates N/A Will negates [harmless]	1 standard action 1 standard action 1 standard action 1 standard action	10 minutes/level Permanent 1 round/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S Target: One creature	DF Yes F N/A	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14	SC: p.138
Circle Creates an indelible mark on the subjects face; see text. Creates an indelible mark on the subjects face; see text. Creates an indelible mark on the subjects face; see text. Master Air Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Creates A	17 17 17	checks per ally in the arm N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates	standard action	10 minutes/level Permanent 1 round/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S Target: One creature	DF Yes F N/A No	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.138
Circle Creates an indelible mark on the subjects face; see text. Creates an indelible mark on the subjects face; see text.	17 17 17 17 17 17 17 17 17 17 17	checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless]	standard action	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S Target: One creature	DF Yes F N/A No	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.138 SC: p.139 SC: p.144
## Linked Perception ### Effect: All allies get a shared awareness. +2 bonus on Spot and	17 17 17 17 17 17 17 17 17 17 17	checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless]	1 standard action 1 swift action at 15th level 1 standard	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature Personal Personal V,S,I Target: You V,S Target: One creature V,S,I Touch V,S,I	DF Yes F N/A No	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation	SC: p.138 SC: p.139 SC: p.144
Effect: All allies get a shared awareness. +2 bonus on Spot and Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Fly at 90 ft. [or 60 if med or hvy armor]. Mountain Stance Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Mature's Favor Effect: Target animal gains attack and damage bonus of +1 for e	17 17 17 17 17 17 17 17 17 17 17 17 17	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level [harmless] caster levels max of +5 N/A	standard action at 15th level standard action	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Touch V,S,I Target: Animal touched	DF Yes No No DF Yes [harmless]	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146
Ginched Perception Effect: All allies get a shared awareness. +2 bonus on Spot and in Listening Lorecall Effect: Gain +4 insight bonus on Listen checks; see text. Ginched Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Master Air Effect: Fly at 90 ft. [or 60 if med or hvy armor]. Mountain Stance Effect: As a free action you can root yourself to the ground. Gain trip or otherwise force the creature to move. Mature's Favor Effect: Target animal gains attack and damage bonus of +1 for e	17 17 17 17 17 17 17 17 17 17 17 17 17	checks per ally in the arr N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates	1 standard action 2 against gra 1 swift action at 15th level 1 standard action (s. Standard	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: One creature Touch V,S,I Target: Animal touched Personal V,S Target: You	DF Yes No No DF Yes [harmless]	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation	SC: p.138 SC: p.139 SC: p.144 SC: p.146
## Linked Perception ###################################	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster lever Will negates [harmless] caster levels max of +5 N/A nd Handle Animal checkters The Arman of the caster levels max	standard action standard action	10 minutes/level Permanent 1 round/level 1 minute/level spple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: One creature Touch V,S,I Target: Animal touched Personal V,S Target: You	PF Yes F N/A No DF Yes [harmless] N/A M/DF Yes	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149
### Linked Perception ###################################	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the arr N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates	standard action standard standard standard	10 minutes/level Permanent 1 round/level 1 minute/level spple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature V,S,I Personal V,S,I Target: You V,S,I Touch V,S,I Target: Animal touched Personal V,S Target: You Target: You Touch V,S,I	PF Yes F N/A No DF Yes [harmless] N/A M/DF Yes	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149
## Linked Perception ### Effect: All allies get a shared awareness. +2 bonus on Spot and ### Listening Lorecall ### Effect: Gain +4 insight bonus on Listen checks; see text. ### Mark of the Outcast ### Effect: Creates an indelible mark on the subjects face; see text. ### Master Air ### House Air	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level [harmless] caster levels max of +5 N/A nd Handle Animal check [will negates [harmless]]	standard action swift action at 15th level standard action ss. Standard Action	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature V,S,I Personal V,S,I Target: You Touch V,S,I Target: Animal touched Personal V,S Target: You Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: One willing animal summer V,S Target: One willing animal summer	DF Yes No No DF Yes [harmless] N/A M/DF Yes	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259
## Linked Perception ###################################	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level [harmless] caster levels max of +5 N/A and Handle Animal check [will negates (harmless)] None	standard action Standard Action Standard Standard Standard Standard Standard Standard Standard	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level	Personal V,S,I Target: You V,S,I Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You V,S,I Touch V,S,I Target: Animal touched Personal V,S Target: You Touch V,S,I Target: You Touch V,S,I Target: Creature touched Touch V,S,I	DF Yes F N/A No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259
Circuit Service Search Service Search, Hide, Summer Service Search, Hide, Summer Search, Hide, Summer Service Search, Hide, Summer Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Search, Hide,	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless)	standard action swift action standard action standard action standard Action Standard Action Standard Action	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: Animal touched Personal V,S Target: You Touch V,S,I Target: You Touch V,S,I Target: One willing animal thuge size	DF Yes No No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless)	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
## Linked Perception ### Effect: All allies get a shared awareness. +2 bonus on Spot and	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless)	Standard action Standard Action Standard Action Standard Action Standard Action	10 minutes/level Permanent 1 round/level 1 minute/level 1 minute 1 hour/level 1 minute 1 hour/level 1 minute/level 1 minute/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S, Target: You Touch V,S, Target: One creature Personal V,S, Target: Animal touched Personal V,S Target: You Touch V,S,I Target: Creature touched Touch V,S,I Target: Creature touched Touch V,S Target: One willing animal Huge size Touch V,S, Target: Creature touched	DF Yes F N/A No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless)	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
Circuit Service Search Service Search, Hide, Summer Service Search, Hide, Summer Search, Hide, Summer Service Search, Hide, Summer Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Service Search, Hide, Summer Search, Hide,	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the are N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless)	Standard action Standard Action Standard Action Standard Action Standard Action	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 minute/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: One creature Touch V,S,I Target: Animal touched Personal V,S Target: You Touch V,S,I Target: Creature touched Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S,I Target: Creature touched Touch V,S,Target: Creature touched Touch V,S,Target: Creature touched	PF Yes F N/A No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless)	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Healing)	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
Circuits an indelible mark on the subjects face; see text. Circuits an index	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless) pe. Will negates (harmless)	standard action Standard Action Standard Action 3 rounds	10 minutes/level Permanent 1 round/level 1 minute/level apple, lift, push, bull rush, over-run, throw 1 minute 1 hour/level 1 hour/level 1 minute/level 1 minute/level 1 hour/level [D]	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: One creature Outhout V,S,I Target: Animal touched Personal V,S,I Target: You Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S,Target: Creature touched Touch V,S,Target: Creature touched Touch V,S,Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: Creature touched	DF Yes No No No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless) Yes (harmless)	Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless)	standard action Standard Action Standard Action 3 rounds	10 minutes/level Permanent 1 round/level 1 minute/level 1 minute 1 hour/level 1 minute 1 hour/level 1 minute/level 1 minute/level 1 minute/level	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: One creature Personal V,S,I Target: One creature Touch V,S,I Target: Animal touched Personal V,S Target: You Touch V,S,I Target: Creature touched Touch V,S,Target: Creature touched Touch V,S Target: Creature touched Touch V,S	PF Yes F N/A No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless)	Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Claster Level: 14 Conjuration Caster Level: 14 Evocation	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272
Circuits an indelible mark on the subjects face; see text. Circuits an index	17 17 17 17 17 17 17 17 17 17 17 17 17 1	checks per ally in the an N/A Will negates N/A Will negates [harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check Will negates (harmless) None Fortitude negates (harmless) ppe. Will negates (harmless) ppe. Will negates (harmless)	standard action	10 minutes/level Permanent 1 round/level 1 minute/level 1 minute 1 minute 1 hour/level 1 minute/level 1 minute/level 1 minute/level 1 minute/level I hour/level [D] 10 minutes/level Instantaneous	Personal V,S,I Target: You Close (60 ft.) V,S,I Target: One creature Personal V,S,I Target: You Touch V,S,I Target: One creature Outhout V,S,I Target: Animal touched Personal V,S,I Target: You Touch V,S,I Target: Creature touched Touch V,S Target: Creature touched Touch V,S,Target: Creature touched Touch V,S,Target: Creature touched Touch V,S,Target: Creature touched Touch V,S Target: Creature touched Touch V,S Target: Creature touched	DF Yes No No No DF Yes [harmless] N/A M/DF Yes No al of Small, Medium, Large, or DF Yes (harmless) Yes (harmless)	Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14	SC: p.138 SC: p.139 SC: p.144 SC: p.146 SC: p.149 PHB: p.259 PHB: p.269 PHB: p.272

		Druid Spells		
□□□□□ Scent	None	1 standard 10 minutes/level action	Touch V,S,M Yes [harmless]	Transmutation SC: p.180
Effect: Bestows Scent ability with all the same powers.			Target: Creature touched	Caster Level: 14
Grant Share Husk Effect:	17 Will negates [harmless]	1 standard 1 minute/level action	Touch V,S,M Yes Target: Animal touched	Divination SC: p.187 Caster Level: 14
You can sense all the stimuli the target animal senses. Snake's Swiftness, Mass	17 Will negates	1 standard Instantaneous	Medium (240 ft.) V,S,M/DF Yes [harmless]	Transmutation SC: p.193
Effect: Subjects may make another single attack melee or range	[harmless]	action	Target: Allied creatures in a 20-ftradius burst	Caster Level: 14
Soften Earth and Stone	None	Standard Instantaneous Action	Close (60 ft.) V,S, DF No Target: 10 ft./level square; see text	Transmutation PHB: p.280 [Earth] Caster Level: 14
Turns stone to clay or dirt to sand or mud.	17 Will negates	Standard 10 minutes/level	Touch V,S,M Yes (harmless)	Transmutation PHB: p.283
Effect: Grants ability to walk on walls and ceilings.	(harmless)	Action	Target: Creature touched	Caster Level: 14
Splinterbolt	None	1 standard Instantaneous action	Close (60 ft.) V,S,M No	Conjuration SC: p.203 (Creation)
Effect: Make ranged attack to hit, on hit deal 4d6 piercing dama	ge and threatens on 18-20.	See text.	Target: One or more streams of splinters	Caster Level: 14
Summon Nature's Ally II	None	1 round 1 round/level [D]	Close (60 ft.) V,S, DF No Target: One or more creatures, no two of which car	Conjuration PHB: p.288 (Summoning) n be Caster Level: 14
Calls creature to fight.	None	1 round Concentration + 2 rounds	more than 30 ft. apart Close (60 ft.) V,S,M/DF No	Conjuration PHB: p.289
Grant Summon Swarm	110116	. Iound Concontation + 2 Tounds	Target: One swarm of bats, rats, or spiders	(Summoning) Caster Level: 14
Summons swarm of bats, rats, or spiders.	None	1 round 10 minutes/level [D]	Medium (240 ft.) V,S,M Yes [harmless]	Transmutation SC: p.217
Effect: Gain swim speed and +8 to Swim checks.			Target: One creature	[Water] Caster Level: 14
Tiger's Tooth	None	1 swift 1 round action	Living creature V No touched	Transmutation SC: p.221
Effect: As greater magic fang.			Target: You	Caster Level: 14
Train Animal	17 Will negates [harmless]	10 minutes 1 hour/level	Touch V,S,DF Yes [harmless] Target: Animal touched	Enchantment SC: p.221 (Charm) [Mind-Affecting] Caster Level: 14
You temporarily boost the number of tricks that an anima	al knows. None	Standard 1 hour/level [D]	Personal V.S. DF No	Transmutation PHB: p.296
Effect:	None	Action	Target: You	Caster Level: 14
You look exactly like a tree for 1 hour/level. Warp Wood	17 Will negates (obje	ct) Standard Instantaneous Action	Close (60 ft.) V,S Yes (object)	Transmutation PHB: p.300
Effect: Bends wood [shaft, handle, door, plank].			Target: One Small wooden object/level, all within a 20-ft. radius	Caster Level: 14
□□□□ Wings of Air	None	1 standard 1 minute/level action	Touch V No	Transmutation SC: p.240
Effect: Manuverability improves by one step.			Target: Winged creature touched	Caster Level: 14
Winter's Embrace Effect:	17 Fortitude negates	1 standard 1 round/level action	Close (60 ft.) V,S Yes Target: One creature	Evocation [Cold] SC: p.241 Caster Level: 14
Creature fails it's save takes 1d8 cold damage each rour Wood Shape	nd; see text. 17 Will negates (obje	ct) Standard Instantaneous	Touch V,S, DF Yes (object)	Transmutation PHB: p.303
Effect:	24000 (00)0	Action	Target: One touched piece of wood no larger than	
Rearranges wooden objects to suit you. Wracking Touch	17 Fortitude half	1 standard Instantaneous	cu. ft. + 1 ft./level Touch V,S Yes	Necromancy SC: p.243
Effect:	ali amada da escario de	action	Target: Creature touched	Caster Level: 14
Deal 1d6 +1 per caster level [max +10] plus you get snee	ak attack damage if you po 17 Fort half	Standard 14 rounds	Medium (240 ft.) V,S,M No	Conjuration [Cold] FrstB: p.106
Effect: Zone deals 1d6 cold damage each round.		Action	Target: 20-ftradius	Caster Level: 14
		LEVEL 3		
Name	DC Saving Throw 18 Will negates	Time Duration 1 standard 2 hours/level; see text	Range Comp. Spell Resistance Touch S,M/DF Yes [harmless]	School Source Transmutation SC: p.8
Air Breathing Effect:	18 Will negates [harmless]	1 standard 2 hours/level; see text action	Touch S,M/DF Yes [harmless] Target: Living creatures touched	Transmutation SC: p.8 Caster Level: 14
Grants creatures the ability to breath air. Grants Creatures The ability to breath air. Grants Creatures The ability to breath air. Grants Creatures The ability to breath air.	18 Will negates	1 standard 1 minute/level	Close (60 ft.) V,S,DF Yes [harmless]	Transmutation SC: p.9
Effect:	[harmless]	action	Target: One or more creatures, no two of which are	e Caster Level: 14
Same as algin fang, but on multiple creatures. Alter Fortune	None	1 Instantaneous immediate	more than 30 ft. apart Close (60 ft.) V,X No	Divination PHB II: p.101
Effect:		action	Target: One creature	Caster Level: 14
Target must reroll any die roll it just made taking the sec	ond roll. 18 N/A	1 standard 24 hours	Touch V,S,M/DF N/A	Transmutation SC: p.17
Effect: Attunes the affected creatures to the plane you are curre	antly on inegating harmful e	action	Target: One creature/3 levels	Caster Level: 14

Air Breatning	[harmless]	action	10ucii 3,w/b	res [namiess]	Hansmutation	30. p.o
Effect: Grants creatures the ability to breath air.			Target: Living creatures tou	ched	Caster Level: 14	
□□□□ Align Fang, Mass	18 Will negates [harmless]	1 standard 1 minute/level action	Close (60 ft.) V,S,DF	Yes [harmless]	Transmutation	SC: p.9
Effect: Same as algin fang, but on multiple creatures.			Target: One or more creatumore than 30 ft. apart	res, no two of which are	Caster Level: 14	
□□□□□Alter Fortune	None	1 Instantaneous immediate action	Close (60 ft.) V,X	No	Divination	PHB II: p.101
Effect: Target must reroll any die roll it just made taking the sec-	ond roll.		Target: One creature		Caster Level: 14	
Attune Form	18 N/A	1 standard 24 hours action	Touch V,S,M/	DF N/A	Transmutation	SC: p.17
Effect: Attunes the affected creatures to the plane you are curre	ently on, negating harmf	ul effects.	Target: One creature/3 leve	ls	Caster Level: 14	
Bite of the Werewolf	18 N/A	1 standard 1 round/level action	Personal V,S,M	N/A	Transmutation	SC: p.29
Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor.	. Gain Bite attack.		Target: You		Caster Level: 14	
□□□□□ Blindsight	18 Will negates [harmless]	1 standard 1 minute/level action	Touch V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.			Target: Creature touched		Caster Level: 14	
Call Lightning	18 Reflex half	1 round 1 minute/level	Medium (240 ft.) V,S	Yes	Evocation [Electricity]	PHB: p.207
Effect: Calls down one lightning bolt/level [max 10] over duration	n [3d6 per bolt] from sky	r; 3d10 in outdoors stormy area.	Target: One or more 30-ft lightning	ong vertical lines of	Caster Level: 14	
□□□□□ Capricios Zephyr	18 None and Ref partial; see te		Medium (240 ft.) V,S	Yes	Evocation [Air]	SC: p.43
Effect: Ball of swirling dust and air that bull rush attacks with a +	+6 any creature it encou	nters as directed by caster. Movement 30 ft]; see text	Target: 5-ftdiameter		Caster Level: 14	
□□□□□ Charge of the Triceratops	18 Will negates [harmless]	1 standard 1 round/level [D] action	Touch V,S,DF	Yes	Transmutation	SC: p.45
Effect: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore	is used as part of a cha	rge it does double damage. Also gain +4 Natural Armo	Target: Living creature touc	hed	Caster Level: 14	
Circle Dance	18 N/A	1 minute Instantaneous	Personal V,S	N/A	Divination	SC: p.46
Effect: Get direction and general status of a known target.			Target: You		Caster Level: 14	

				Druid Spells					
□□□□□ Contagion	18	Fortitude negates	Standard Action	Instantaneous	Touch V,	,S	Yes	Necromancy [Evil]	PHB: p.213
Effect:			Action		Target: Living creature	touched		Caster Level: 14	
Infects subject with chosen disease. Corona of Cold	18	Fortitude negates		1 round/level [D]	10 ft. V,	,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect:			action		Target: 20-ftradius sp	oread		Caster Level: 14	
Gain fire resistance 10, and deal 1d12 damage to all in y as ong as they remain in the area.	our area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed for	or				
Creaking Cacophony		None	1 standard action	1 round/level	Medium (240 ft.) V,	,S	Yes	Illusion (Figment) [Sonic]	SC: p.55
Effect:			action		Target: 40-ftradius sp	oread		Caster Level: 14	
All who are in the effect have -4 to listen. Spellcasters ar Crown of Clarity	e distrac 18	Will negates		1 hour/level [D] or until discharged	Touch V,	,S,F	Yes (harmless)	Divination	PHB II: p.107
Effect:		(harmless)	action		Target: Creature touch	ned		Caster Level: 14	
+2 competence bonus to Listen and Spot checks or if su	bject dis	charges spell gain +8 o Fortitude half [object]			Medium (240 ft.) V,		Yes [object]	Transmutation	SC: p.56
Crumble	10	Fortitude Hall [object]	action	IIIstantaneous			. , .		3C. p.36
Effect: Deal 1d8/level [max 10d8] damage to structure, ignoring	hardnes				Target: One structure of		ıct	Caster Level: 14	
Cure Moderate Wounds	18	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,		Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touch	ned		Caster Level: 14	
Daylight		None		10 minutes/level [D]	Touch V,	,S	No	Evocation [Light]	PHB: p.216
Effect:			Action		Target: Object touched	d		Caster Level: 14	
60-ft. radius of bright light. Dehydrate	18	Fortitude negates	1 standard	Instantaneous	Medium (240 ft.) V,	,S,DF	Yes	Necromancy	SC: p.62
Effect:		·	action		Target: One living crea			Caster Level: 14	
Deal 1d6 plus 1/3 caster levels [max +5].									
Diminish Plants		None	Standard Action	Instantaneous	See text V,	,S, DF	No	Transmutation	PHB: p.221
Effect: Reduces size or blights growth of normal plants.					Target: See text			Caster Level: 14	
□□□□□ Dominate Animal	18	Will negates	1 round	1 round/level	Close (60 ft.) V,	,S	Yes	Enchantment (Compulsion)	PHB: p.224
					-			(Compulsion) [Mind-Affecting]	
Effect: Subject animal obeys silent mental commands.					Target: One animal			Caster Level: 14	
□□□□□ Downdraft	18	Reflex partial; see text	1 standard action	Instantaneous	Long (960 ft.) V,	,S,M	Yes	Evocation [Air]	SC: p.72
Effect: Either send a flying creature down 50 ft. or 100 ft. They t	ako fall	damage if they collide w		nd [1d6 per 10 ft]	Target: Cylinder [20-ft.	. radius, 1	00 ft. high]	Caster Level: 14	
Entrer send a hyling clearage down so it. or 100 it. They to	18	Will negates	1 standard	1 minute/level	Touch V,	,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
Effect:		[harmless]	action		Target: Living creature	e touched		Caster Level: 14	
Earth and stone damage is treated as nonlethal [include:	s creatui 18	es with the subtype of e Reflex half		falling onto stone]; see text. Instantaneous	20 ft. V,		Yes	Evocation	SC: p.81
LILILIEnergy Vortex	10	Nonex Hall	action	motantaneous	2011. •,	,0	103	[Choose:Acid, Cold, Fire,	00. p.01
								Electricity, Sonic]	
Effect: Choose a energy type and it causes 1d8 +1/caster leve	l [max +	20]. You may double th	e damage if	you forgoe a save and take the damag	Target: All creatures w ecentered on you	vithin a 20	-ftradius burst	Caster Level: 14	
as well.									
DDDDD Entangling Staff	18	Fortitude negates	1 swift	1 round/level [D]	Touch V.	.S.F	Yes [harmless]	Transmutation	SC: p.83
Entangling Staff	18	Fortitude negates [harmless,object]	1 swift action	1 round/level [D]			Yes [harmless]	Transmutation Caster Level: 14	SC: p.83
Effect: Each time you successfully strike foe you can start a gra		[harmless,object]	action		Target: Quarterstaff to		Yes [harmless]	Transmutation Caster Level: 14	SC: p.83
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text		[harmless,object]	action le check. De 1 standard		Target: Quarterstaff too e		Yes [harmless]		SC: p.83 PHB II: p.113
Effect:		[harmless,object]	action e check. De	als an additional 2d6 damage for grappl	Target: Quarterstaff too e	uched	Yes [harmless]	Caster Level: 14	
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text Evard's Manacing Tentacles Effect: You create two tentacles with a 10-foot reach. As a free	apple as	[harmless,object] a free action, +8 grappl lirect each one to attack	action le check. De 1 standard action c an oppone	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu	Target: Quarterstaff toole Personal V,	uched	Yes [harmless]	Caster Level: 14 Transmutation	
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as	[harmless,object] a free action, +8 grappl lirect each one to attack	action le check. De 1 standard action c an oppone	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu	Target: Quarterstaff toole Personal V, Target: You	uched ,S,M	Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation	
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as	[harmless,object] a free action, +8 grappl direct each one to attack lso gain +4 bonus on C	action le check. De 1 standard action c an oppone	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu	Target: Quarterstaff toole Personal V, Target: You	uched ,S,M		Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as	[harmless,object] a free action, +8 grappl direct each one to attack lso gain +4 bonus on C	action le check. De 1 standard action c an oppone climb checks 1 round 1 swift	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu	Target: Quarterstaff tote Personal V, Target: You S Personal V,	,S,M ,S,M,F		Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire]	PHB II: p.113
Effect: Each time you successfully strike foe you can start a gra[lethal or nonlethal]; see text	apple as action o lodifier. A	[harmless,object] a free action, +8 grappi direct each one to attack lso gain +4 bonus on C N/A	action le check. De 1 standard action a an oppone Climb checks 1 round	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level	Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V	,S,M ,S,M,F	N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation	PHB II: p.113 SC: p.93
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action o lodifier. A 18	[harmless,object] a free action, +8 grappi a free action, +8 grappi direct each one to attack ulso gain +4 bonus on C N/A N/A	action le check. De 1 standard action x an oppone climb checks 1 round 1 swift action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round	Target: Quarterstaff tote Personal V, Target: You Personal V, Target: You Personal V Target: You	uched ,S,M	N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action o lodifier. A	[harmless,object] a free action, +8 grappi direct each one to attack lso gain +4 bonus on C N/A	action le check. De 1 standard action x an oppone climb checks 1 round 1 swift action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level	Target: Quarterstaff tote e Personal V, Target: You Personal V, Target: You Personal V Target: You Personal V,	uched ,S,M	N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation	PHB II: p.113 SC: p.93
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of odiffer. A	[harmless,object] a free action, +8 grappi direct each one to attack ulso gain +4 bonus on C N/A N/A N/A	action e check. De 1 standard action x an oppone climb checks 1 round 1 swift action 1 standard	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round	Target: Quarterstaff tote Personal V, Target: You Personal V, Target: You Personal V Target: You	uched ,S,M	N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96
Effect: Each time you successfully strike foe you can start a gra [lethal or noniethal]; see text	apple as action of odiffer. A	[harmless,object] a free action, +8 grappi direct each one to attack ulso gain +4 bonus on C N/A N/A N/A	action te check. De 1 standard action x an oppone- limb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round	Target: Quarterstaff tote Personal V, Target: You Personal V, Target: You Personal V Target: You Personal V, Target: You Personal V, Target: You	suched ,S,M ,S,M,F	N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	PHB II: p.113 SC: p.93 SC: p.96
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of odiffer. A	[harmless,object] a free action, +8 grappi direct each one to attact lso gain +4 bonus on C N/A N/A N/A S.	action le check. De 1 standard action x an oppone llimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D]	Target: Quarterstaff tote Personal V, Target: You Personal V, Target: You Personal V Target: You Personal V, Target: You Personal V, Target: You	,S,M,F	N/A N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98
Effect: Each time you successfully strike foe you can start a gra[lethal or nonlethal]; see text	apple as action of odiffer. A	[harmless,object] a free action, +8 grappi direct each one to attact lso gain +4 bonus on C N/A N/A N/A N/A Fortitude negates	action le check. De 1 standard action x an oppone climb checks 1 round 1 swift action 1 standard action 1 standard action 1 swift action 1 swift action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D]	Personal V, Target: You Personal V, Target: One pebble/3 l	suched ,S,M ,S,M,F	N/A N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action codifier. A	[harmless,object] a free action, +8 grappi direct each one to attact uso gain +4 bonus on C N/A N/A N/A N/A N/A N/A N/A NOne	action le check. De 1 standard action x an oppone climb checks 1 round 1 swift action 1 standard action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level	Personal V, Target: You Personal V, Target: One pebble/3 l	suched ,S,M ,S,M,F	N/A N/A N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action of action of 18	[harmless,object] a free action, +8 grappi direct each one to attact llso gain +4 bonus on C N/A N/A N/A N/A Fortitude negates [harmless]	action le check. De 1 standard action 2 an oppone limb checks 1 round 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 1 round/level	Target: Quarterstaff to e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch	s,S,M,F,S,M,F,S,M,B,S,M,S,S,M,S,S,M,S,S,M,S,S,M,S,S,M,S	N/A N/A No Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action codifier. A	[harmless,object] a free action, +8 grappi direct each one to attact lso gain +4 bonus on C N/A N/A N/A N/A Fortitude negates	action le check. De 1 standard action 2 an oppone limb checks 1 round 1 swift action 1 standard action 1 swift action 1 standard action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level	Target: Quarterstaff tote e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V,	s,S,M,F,S,M,F,S,M,B,S,M,S,S,M,S,S,M,S,S,M,S,S,M,S,S,M,S	N/A N/A N/A	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of codifier. A state of the	[harmless,object] a free action, +8 grappi direct each one to attack uso gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial	action le check. De 1 standard action x an oppone limb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save].	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature	suched, S,M,F,S,M,	N/A N/A No Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113
Effect: Each time you successfully strike foe you can start a gra [lethal or noniethal]; see text	apple as action of action of action 18 action	[harmless,object] a free action, +8 grappi direct each one to attack l/so gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial	action le check. De 1 standard action x an oppone limb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level	Target: Quarterstaff tote e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V,	suched, S,M,F,S,M,	N/A N/A No Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action of action action action 18 18 18 18 18 18 18 18 18 18 18 18 18	[harmless,object] a free action, +8 grappi direct each one to attact llso gain +4 bonus on C N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial us 2d6 nonlethal heat [w Fortitude partial	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save].	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature	suched, S,M,F,S,M,	N/A N/A No Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113
Effect: Each time you successfully strike foe you can start a gra[lethal or nonlethal]; see text	action of action and action action and action action and action action and action acti	[harmless,object] a free action, +8 grappi direct each one to attact llso gain +4 bonus on C N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial us 2d6 nonlethal heat [w Fortitude partial	action le check. De 1 standard action 3 an oppone limb checks 1 round 1 swift action 1 standard	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save].	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Close (60 ft.) V, Target: One creature	suched ,S,M	N/A N/A No Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Caster Level: 14 Conjuration	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113
Effect: Each time you successfully strike foe you can start a gra[lethal or noniethal]; see text	apple as action of codifier. A second of the	[harmless,object] a free action, +8 grappi direct each one to attact uso gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial	action le check. De 1 standard action 3 an oppone climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Close (60 ft.) V, Target: One creature	suched ,S,M ,S,M,F ,S,M levels ,S,M ,S,M ,S,M ,S,M ,S,M ,S,M ,S,M ,S,	N/A N/A No Yes [harmless] Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Caster Level: 14 Evocation [Cold] Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.113
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of oddfer. A state of the st	[harmless,object] a free action, +8 grappi direct each one to attact also gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude partial	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous	Target: Quarterstaff to e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Close (60 ft.) V, Target: One creature Medium (240 ft.) V, Target: One creature	suched ,S,M	N/A N/A No Yes [harmless] Yes [harmless]	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113 SC: p.118 SC: p.119
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of codifier. A second of the	[harmless,object] a free action, +8 grappi direct each one to attact uso gain +4 bonus on C N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous	Target: Quarterstaff tote e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Close (60 ft.) V, Target: One creature Medium (240 ft.) V, Target: One creature Medium (240 ft.) V, Target: One creature	suched ,S,M,F,S,M,F,S,M,F,S,M,F,S,M,F,S,M,F,S,M,F,S,M,F,S,M,F,S,F,F,F,F	N/A N/A N/A No Yes [harmless] Yes [harmless] Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Coster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.113
Effect: Each time you successfully strike foe you can start a gra [lethal or noniethal]; see text	apple as action of action of the state of th	[harmless,object] a free action, +8 grappi direct each one to attact slag gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial ave halves damage and Fortitude partial as 6d6 points, make save Fortitude negates act.	action le check. De 1 standard action 3 an oppone climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels	Personal V, Target: You Personal V, Target: One pebble/3 l Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Medium (240 ft.) V, Target: One lance of ic Touch V, Target: Creature touch	suched ,S,M,F,S,M,F,S,M,S,S,S,M,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.118 SC: p.119 SC: p.123
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action odifier. A saction odifie	[harmless,object] a free action, +8 grappi direct each one to attact liso gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 4d6 points, make save Fortitude negates	action le check. De 1 standard action 3 an oppone climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: One lance of ic Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Medium (240 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch	s,S,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,M,R,S,S,F,C,R,S,M,R,S,S,S,M,R,S,S,R,S,S,M,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Coster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113 SC: p.118 SC: p.119
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of action of the state of th	[harmless,object] a free action, +8 grappi direct each one to attact also gain +4 bonus on C N/A N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial as 6d6 points, make save Fortitude negates will negates act. Will negates	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels	Target: Quarterstaff tote Personal V. Target: You Personal V. Target: One pebble/3 I. Touch V. Target: Creature touch Medium (240 ft.) V. Target: One Creature Close (60 ft.) V. Target: One lance of ic Touch V. Target: Creature touch Close (60 ft.) V.	s,S,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,M,R,S,S,F,C,R,S,M,R,S,S,S,M,R,S,S,R,S,S,M,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S,S,S,R,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.118 SC: p.119 SC: p.123
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	apple as action of action of the state of th	[harmless,object] a free action, +8 grappi direct each one to attact also gain +4 bonus on C N/A N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial as 6d6 points, make save Fortitude negates will negates act. Will negates	action le check. De 1 standard action 3 an oppone climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels	Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: One lance of ic Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Medium (240 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch	s,S,M,F,S,M,R,S,M,R,S,M,R,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,S,R,S,S,S,R,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Neconjuration Caster Level: 14 Necromancy Caster Level: 14 Transmutation	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.118 SC: p.119 SC: p.123
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action odifier. A saction odifie	[harmless,object] a free action, +8 grappi direct each one to attack liso gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 6d6 points, make save Fortitude negates [will negates [harmless]	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous tt save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels 10 minutes/level	Target: Quarterstaff tote Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: One Creature Close (60 ft.) V, Target: One creature Medium (240 ft.) V, Target: One lance of ict Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Medium (240 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: One natural slatarget creatures	s,S,M,F,S,M,R,S,M,R,S,M,R,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,M,R,S,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,S,R,S,S,S,R,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action odifier. A saction odifie	[harmless,object] a free action, +8 grappi direct each one to attack liso gain +4 bonus on C N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 6d6 points, make save Fortitude negates [will negates [harmless]	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous tt save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels 10 minutes/level	Target: Quarterstaff tote Personal V. Target: You Personal V. Target: One pebble/3 I. Touch V. Target: Creature touch Medium (240 ft.) V. Target: One Creature Close (60 ft.) V. Target: One creature Medium (240 ft.) V. Target: One lance of ic Touch V. Target: Creature touch Close (60 ft.) V. Target: One lance of ic Touch V. Target: Creature touch Close (60 ft.) V. Target: One natural slatarget creatures Personal V. Target: You	uched ,S,M ,S,M,F ,S ,S,M levels ,S,M ned ,S ,S,F ce ,S,M ned ,S ashing or	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Cold] Caster Level: 14 Evocation [Cold] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127
Effect: Each time you successfully strike foe you can start a gra [lethal or nonlethal]; see text	action odifier. J. 18 18 18 18 18 18 18 18 it caused: 18 it caused: 18 18 18 18	[harmless,object] a free action, +8 grappi direct each one to attact also gain +4 bonus on C N/A N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial a 6d6 points, make save Fortitude negates [harmless] N/A	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels 10 minutes/level	Personal V, Target: You Personal V, Target: One pebble/3 l Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Medium (240 ft.) V, Target: One lance of ic Touch V, Target: Creature touch Close (60 ft.) V, Target: One natural slatarget creatures Personal V, Target: You Close (60 ft.) V,	s,s,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,S,M,R,S,S,R,S,S,M,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,R,S,S,S,R,S,S,S,R,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127 SC: p.133
Effect: Each time you successfully strike foe you can start a grallethal or noniethal]; see text	action odifier. J. 18 18 18 18 18 18 18 18 18 18	[harmless,object] a free action, +8 grappi direct each one to attact llso gain +4 bonus on C N/A N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 6d6 points, make save Fortitude negates [harmless] N/A Will negates (harmless) which is a series of the	action le check. De 1 standard action 3 an oppone- climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous It save]. Instantaneous def for 1d4 rounds. 1 round/2 levels 10 minutes/level 11 round 11 hour/level	Personal V, Target: You Personal V, Target: One pebble/3 l Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: One creature Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: One natural sletarget creatures Personal V Target: You Close (60 ft.) V, Target: One natural sletarget creatures Personal V Target: One living creatures	s,S,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,R,S,S,S,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes (harmless) Piercing weapon of N/A Yes (harmless)	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.106 SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127 SC: p.133 PHB: p.250
Effect: Each time you successfully strike foe you can start a gra [lethal or noniethal]; see text	action odifier. J. 18 18 18 18 18 18 18 18 18 18	[harmless,object] a free action, +8 grappi direct each one to attact loso gain +4 bonus on C N/A N/A N/A N/A N/A S. None Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 2d6 nonlethal partial as 6d6 points, make save Fortitude negates (harmless) N/A Will negates (harmless)	action le check. De 1 standard action 3 an oppone- climb checks 1 round 1 swift action 1 standard action	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous t save]. Instantaneous gue. Instantaneous ed for 1d4 rounds. 1 round/2 levels 10 minutes/level	Target: Quarterstaff tote e Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: You Personal V, Target: One pebble/3 I Touch V, Target: Creature touch Medium (240 ft.) V, Target: One Creature Close (60 ft.) V, Target: One lance of ic Touch V, Target: One natural slatarget creatures Personal V Target: You Close (60 ft.) V, Target: One living creat Personal V,	s,S,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,R,S,S,S,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.113 SC: p.119 SC: p.119 SC: p.123 SC: p.127 SC: p.133
Effect: Each time you successfully strike foe you can start a grallethal or noniethal]; see text	action odifier. J. 18 18 18 18 18 18 18 18 18 18	[harmless,object] a free action, +8 grappi direct each one to attact llso gain +4 bonus on C N/A N/A N/A N/A N/A N/A Fortitude negates [harmless] Fortitude partial as 2d6 nonlethal heat [w Fortitude partial as 6d6 points, make save Fortitude negates [harmless] N/A Will negates (harmless) which is a series of the	action le check. De 1 standard action 2 an oppone lilimb checks 1 round 1 swift action 1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 3 standard Action 3 standard	als an additional 2d6 damage for grappl 1 round/level nt in range using your base attack bonu 1 minute/level 1 round 1 hour/level [D] 1 round/level 10 minutes/level Instantaneous It save]. Instantaneous def for 1d4 rounds. 1 round/2 levels 10 minutes/level 11 round 11 hour/level	Personal V, Target: You Personal V, Target: One pebble/3 l Touch V, Target: Creature touch Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: One creature Medium (240 ft.) V, Target: One creature Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: Creature touch Close (60 ft.) V, Target: One natural sletarget creatures Personal V Target: You Close (60 ft.) V, Target: One natural sletarget creatures Personal V Target: One living creatures	s,S,M,F,S,M,F,S,M,R,S,M,R,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,M,R,S,S,S,R,S,S,S,S	N/A N/A N/A No Yes [harmless] Yes Yes Yes Yes Yes Yes Yes (harmless) Piercing weapon of N/A Yes (harmless)	Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Cold] Caster Level: 14 Evocation [Cold] Caster Level: 14 Transmutation	PHB II: p.113 SC: p.93 SC: p.96 SC: p.98 SC: p.105 SC: p.106 SC: p.113 SC: p.119 SC: p.123 SC: p.127 SC: p.133 PHB: p.250

⁼Domain/Speciality Spell

	40	Form to control		Druid Spells	T		V B	T	00 . 445
□□□□□Nature's Balance	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.145
Effect: Take -4 to one ability score [Str, Dex, Con] and target gai	ine lika	amount			Target: Creature to	uched		Caster Level: 14	
Nature's Rampart	IIIS IIKE	None	10 minutes	Instantaneous	Medium (240 ft.)	V,S,F	No	Transmutation	SC: p.146
Effect:					Target: Structure up	to 40 ft. so	quare	Caster Level: 14	
Shapes natural setting into a formidable defense.	18	Will negates	Standard	10 minutes/level	Touch	V S M/DE	Yes (harmless, object)	Conjuration	PHB: p.257
□□□□ Neutralize Poison	10	(harmless, object)	Action	To minutes/rever				(Healing)	111b. p.201
Effect: Immunizes subject against poison, detoxifies venom in or	r on sub	niect.			Target: Creature or touched	object of up	to 1 cu. ft./level.	Caster Level: 14	
□□□□□ Plant Growth		None		Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
Effect:			Action		Target: See text			Caster Level: 14	
Grows vegetation, improves crops.	40	Forth Incomment	01			V 0. DE	V		DUD
Poison	18	text	Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living create	ure touched	1	Caster Level: 14	
Primal Form	18	N/A		1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: p.161
Effect:			action		Target: You			Caster Level: 14	
You assume the physical appearance and many of the qu					-	V 0. DE	V (1		DUD . OOO
Protection from Energy	18	Fortitude negates (harmless)	Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect: Absorb 12 points of damage/level [max 120] from one kin	nd of en	erav			Target: Creature to	uched		Caster Level: 14	
Quench	18	None or Will negates		Instantaneous	Medium (240 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
Effect:		(object)	Action		Target: 20-ft, cube/l	evel (S) or o	one fire-based magic	Caster Level: 14	
Extinguishes nonmagical fires or one magic item.					item		-		
Quillfire	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
Effect:					Target: You			Caster Level: 14	
Quills inflict 1d8 or thrown range 10 ft; see text. Remove Disease	18	Fortitude negates		Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action					(Healing)	
Cures all diseases affecting subject.					Target: Creature tou			Caster Level: 14	
Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[30.011		Target: One creatur		two of which can be	Caster Level: 14	
As resist energy, except that it affects all targeted creatur	res. 18	Will negates	1 standard	1 round	more than 30 ft. apa Close (60 ft.)	rt V,S,DF	Yes	Transmutation	SC: p.190
	.5		action		` '				
Effect: Affect creatures sink 100 ft./round; see text.					Target: One creatur than 30 ft. apart	e/level, no	two of which are more	Caster Level: 14	
□□□□□ Sleet Storm		None		1 round/level	Long (960 ft.)	V,S,M/DF	No	Conjuration	PHB: p.280
Effect:			Action		Target: Cylinder 40			(Creation) [Cold] Caster Level: 14	
Hampers vision and movement.	18	N/A	1 atondord	1 round/lovel IDI	Porconal	V,S	N/A	Transmutation	CC: p 103
□□□□ Snakebite	10	IN/A	action	1 round/level [D]	Personal	v,3	N/A	Transmutation	SC: p.193
Effect: Turns one of your arms into a venomous snake; see text.					Target: You			Caster Level: 14	
DDDDSnare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
Effect:							ircle of vine, rope, or	Caster Level: 14	
Creates a magic booby trap. Snowshoes, Mass	18	Will negates	1 standard	1 hour/level [D]	thong with a 2 ft. dia Close (60 ft.)	meter + 2 t V,S	ft./level Yes [harmless]	Transmutation	SC: p.194
				i nounever[D]	0.000 (00 11.)	•,0	100 [1101111000]	Transmittation	GG. p. 10 1
		[harmless]	action						
Effect: Same as Snowshoes, except as noted.		[harmless]	action		Target: One creatur than 30 ft. apart	e/level, no	two of which are more	Caster Level: 14	
Effect:		[harmless] None	Standard	1 minute/level		e/level, no	two of which are more	Caster Level: 14 Divination	PHB: p.282
Effect: Same as Snowshoes, except as noted.				1 minute/level	than 30 ft. apart				PHB: p.282
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures.	40	None	Standard Action		than 30 ft. apart Personal Target: You	V,S	No	Divination Caster Level: 14	
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin	18		Standard Action	1 minute/level 10 minutes/level	than 30 ft. apart Personal Target: You Touch	V,S V,S,M/DF		Divination Caster Level: 14 Transmutation	PHB: p.282 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect:		None Will negates [harmless]	Standard Action 1 standard action	10 minutes/level	than 30 ft. apart Personal Target: You	V,S V,S,M/DF	No	Divination Caster Level: 14	
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor		None Will negates [harmless] 1 bonus to Hide checks	Standard Action 1 standard action for every thr Standard	10 minutes/level	than 30 ft. apart Personal Target: You Touch	V,S V,S,M/DF uched	No	Divination Caster Level: 14 Transmutation	
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect:	n and +	None Will negates [harmless] 1 bonus to Hide checks	Standard Action 1 standard action for every thi	10 minutes/level ee caster levels [max +5].	than 30 ft. apart Personal Target: You Touch Target: Creature tou	V,S,M/DF uched V,S, DF	No Yes [harmless]	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed.	n and +	None Will negates [harmless] 1 bonus to Hide checks Reflex partial	Standard Action 1 standard action for every the Standard Action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square	V,S,M/DF uched V,S, DF es/level	No Yes [harmless] Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.202 PHB: p.283
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect:	n and +	None Will negates [harmless] 1 bonus to Hide checks	Standard Action 1 standard action for every the Standard Action	10 minutes/level ee caster levels [max +5].	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.)	V,S,M/DF uched V,S, DF	No Yes [harmless]	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed.	n and + 18	None Will negates [harmless] 1 bonus to Hide checks Reflex partial	Standard Action 1 standard action for every the Standard Action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square	V,S,M/DF uched V,S,DF es/level V,S,M	Yes [harmless] Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.202 PHB: p.283
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer	n and + 18	None Will negates [harmless] 1 bonus to Hide checks Reflex partial	Standard Action 1 standard action for every thr Standard Action 1 standard action ubled. 1 standard	10 minutes/level ee caster levels [max +5]. 1 hour/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we	V,S,M/DF uched V,S,DF es/level V,S,M	Yes [harmless] Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.202 PHB: p.283 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer	n and + 18	None Will negates [harmless] 1 bonus to Hide checks Reflex partial None	Standard Action 1 standard action for every thi Standard Action 1 standard action unbled.	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M	Yes [harmless] Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force]	SC: p.202 PHB: p.283 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text	n and + 18	None Will negates [harmless] 1 bonus to Hide checks. Reflex partial None nus and threat range do	Standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action bubled. 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M	Yes [harmless] Yes No ed Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect:	n and + 18	None Will negates [harmless] 1 bonus to Hide checks Reflex partial None	Standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action bubled. 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M	Yes [harmless] Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force]	SC: p.202 PHB: p.283 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect:	n and + 18	None Will negates [harmless] 1 bonus to Hide checks. Reflex partial None nus and threat range do	Standard Action 1 standard action 1 standard action for every this Standard Action 1 standard action bubled. 1 standard action 1 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M ee V,S,DF	Yes [harmless] Yes No ed Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text.	n and + 18	None Will negates [harmless] 1 bonus to Hide checks. Reflex partial None nus and threat range do	Standard Action 1 standard action 1 standard action for every thi Standard Action 1 standard action bubled. 1 standard action 1 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M ee V,S,DF	Yes [harmless] Yes No ed Yes Yes Yes e or object within range	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Stone Shape	n and + 18	None Will negates [harmless] It bonus to Hide checks Reflex partial None nus and threat range do None Reflex negates	Standard Action 1 standard action 1 standard action for every thi Standard Action 1 standard action bubled. 1 standard action 1 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Jaws of forc Close (60 ft.) Target: Waves under	V,S,M/DF v,S,M/DF v,S,M v,S,M v,S,M v,S,M v,S,M ve v,S,M ve v,S,M ve v,S,M/DF	Yes [harmless] Yes No eed Yes Yes e or object within range No	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text.	n and + 18	None Will negates [harmless] It bonus to Hide checks Reflex partial None nus and threat range do None Reflex negates	Standard Action 1 standard action for every thr Standard Action 1 standard action 1 standard action ubbled. 1 standard action 1 standard action Standard Standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or sto-ft cu. ft./level	V,S,M/DF v,S,M/DF v,S,M v,S,M v,S,M v,S,M v,S,M ve v,S,M ve v,S,M ve v,S,M/DF	Yes [harmless] Yes No ed Yes Yes Yes e or object within range	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Stone Shape Effect:	n and + 18	None Will negates [harmless] It bonus to Hide checks Reflex partial None nus and threat range do None Reflex negates	Standard Action 1 standard action 1 standard action for every thr Standard Action 1 standard action ubled. 1 standard action 1 standard action Standard Action Standard Action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or sto	V,S,M/DF v,S,M/DF v,S,M v,S,M v,S,M v,S,M v,S,M ve v,S,M ve v,S,M ve v,S,M/DF	Yes [harmless] Yes No eed Yes Yes Ves No outched, up to 10 cu. ft.	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Conjuration	SC: p.202 PHB: p.283 SC: p.202 SC: p.202
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Samples scross water; see text Standing Wave Effect: Transports across water; see text. Stone Shape Effect: Sculpts stone into any shape. Summon Nature's Ally III Effect:	n and + 18	None Will negates [harmless] I bonus to Hide checks Reflex partial None nus and threat range do None Reflex negates	Standard Action 1 standard action 1 standard action for every thr Standard Action 1 standard action ubled. 1 standard action 1 standard action Standard Action Standard Action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Stone or stot +1 cu. ft./level Close (60 ft.) Target: One or more	V,S,M/DF uched V,S,DF as/level V,S,M apon touch V,S,M ee V,S,DF er a creatur V,S,M/DF en object to V,S,DF er creatures	Yes [harmless] Yes No eed Yes Yes Ves No outched, up to 10 cu. ft.	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning)	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 PHB: p.284
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Sculpts stone into any shape. Effect: Sculpts stone into any shape. Summon Nature's Ally III Effect: Calls creature to fight.	n and + 18	None Will negates [harmless] 1 bonus to Hide checks. Reflex partial None nus and threat range do None Reflex negates None	Standard Action 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action 1 round	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or store +1 cu. ft./level Close (60 ft.) Target: One or more	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M er V,S,DF er a creatur V,S,M/DF one object to V,S,DF er e creatures, art	Yes [harmless] Yes No ed Yes Yes Yes or object within range No buched, up to 10 cu. ft. No , no two of which can be	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Samples scross water; see text. Standing Wave Effect: Creature to grapple the target; see text Sculpts stone into any shape. Supports a cross water; see text. Sculpts stone into any shape. Supports a cross water; see text. Transports across water; see text.	n and + 18	None Will negates [harmless] I bonus to Hide checks Reflex partial None nus and threat range do None Reflex negates	Standard Action 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action 1 round	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Stone or stot-1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal	V,S,M/DF uched V,S,DF as/level V,S,M apon touch V,S,M ee V,S,DF er a creatur V,S,M/DF en object to V,S,DF er creatures	Yes [harmless] Yes No ed Yes Yes e or object within range No puched, up to 10 cu. ft. No	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Transmutation	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 PHB: p.284
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Sculpts stone into any shape. Summon Nature's Ally III Effect: Calls creature to fight. Calls creature to fight. Calls creature to fight. Calls creature to fight.	18 18	None Will negates [harmless] It bonus to Hide checks Reflex partial None None Reflex negates None None	Standard Action 1 round 1 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D]	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or store +1 cu. ft./level Close (60 ft.) Target: One or more	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M er V,S,DF er a creatur V,S,M/DF one object to V,S,DF er e creatures, art	Yes [harmless] Yes No ed Yes Yes Yes or object within range No buched, up to 10 cu. ft. No , no two of which can be	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Samples scross water; see text. Standing Wave Effect: Creature to grapple the target; see text Sculpts stone into any shape. Supports a cross water; see text. Sculpts stone into any shape. Supports a cross water; see text. Transports across water; see text.	18 18	Will negates [harmless] 1 bonus to Hide checks. Reflex partial None None Reflex negates None None None	Standard Action 1 standard action Standard Action 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks.	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Stone or stot-1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M er V,S,DF er a creatur V,S,M/DF one object to V,S,DF er e creatures, art	Yes [harmless] Yes No ed Yes Yes Yes or object within range No buched, up to 10 cu. ft. No , no two of which can be	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Transmutation	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219
Effect: Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Stoulpts stone into any shape. Sculpts stone into any shape. Sculpts stone into any shape. Thornskin Effect: Calls creature to fight. Thornskin	n and + 18	None Will negates [harmless] I bonus to Hide checks Reflex partial None None Reflex negates None None None	Standard Action 1 standard action 1 standard action for every thi Standard Action 1 standard action 1 standard action 2 standard action 1 round 1 standard action 1 round	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks.	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or stot- 1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal Target: You Long (960 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M ee V,S,DF er a creatur V,S,M/DF one object to V,S,DF e creatures.art V,S,M	Yes [harmless] Yes No ed Yes Yes e or object within range No ouched, up to 10 cu. ft. No no two of which can be N/A	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Caster Level: 14 Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Sculpts stone into any shape. Summon Nature's Ally III Effect: Calls creature to fight. Calls creature to fight. Thornskin Effect: Sprout thorns from your skin that makes your unarmed decomposition. Effect: Sprout thorns from your skin that makes your unarmed decomposition. Thunderous Roar Effect: All creatures in the area take 1d6 sonic damage per two and contents are supported by the contents are suppo	n and ± 18 ment bo 18 18 18 caster li	Will negates [harmless] I bonus to Hide checks Reflex partial None None Reflex negates None None None None Al plus an extra 1d6 pier Fortitude partial; see text	Standard Action 1 round 1 standard action 1 round	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks. Instantaneous	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or stor +1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal Target: You Long (960 ft.) Target: 20-ftradius	V,S,M/DF v,S,M apon touche V,S,M apon touche V,S,M v,S,DF er a creatur V,S,M/DF one object to V,S,DF e creatures, art V,S,M v,S,DF	Yes [harmless] Yes No no Yes Yes Yes Yes Outched, up to 10 cu. ft. No no two of which can be N/A Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Summoning) Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Evocation [Sonic] Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219 SC: p.220
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Sculpts stone into any shape. Sculpts stone into any shape. Sculpts stone into any shape. Thornskin Effect: Sprout thorns from your skin that makes your unarmed decomposition. Thornskin Effect: All creatures in the area take 1d6 sonic damage per two stands.	18 18 18 18 18 18 18 18 18 18 18 18 18 1	None Will negates [harmless] It bonus to Hide checks. Reflex partial None nus and threat range do None Reflex negates None None None None None None None	Standard Action 1 round 1 standard action 1 round	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks.	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Waves under Touch Target: Stone or stot- 1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal Target: You Long (960 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M ee V,S,DF er a creatur V,S,M/DF one object to V,S,DF e creatures.art V,S,M	Yes [harmless] Yes No ed Yes Yes e or object within range No ouched, up to 10 cu. ft. No no two of which can be N/A	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Summoning) Caster Level: 14 Transmutation (Summoning) Caster Level: 14 Evocation (Sourmoning) Caster Level: 14 Evocation [Sonic] Caster Level: 14 Evocation [Sonic] Caster Level: 14 Divination	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219
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Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Samples scross water; see text. Standing Wave Effect: Calls creature to fight. Spiritjaws Effect: Calls creature to fight. Thornskin Effect: Sprout thoms from your skin that makes your unarmed decention of the properties of	n and + 18 18 18 18 18 18 18 18 18 18	None Will negates [harmless] I bonus to Hide checks Reflex partial None None Reflex negates None None None None None N/A al plus an extra 1d6 pier Fortitude partial; see text text evels; see text. N/A	Standard Action 1 round 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks. Instantaneous	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Wooden we Medium (240 ft.) Target: Waves under Touch Target: Stone or stor- +1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal Target: You Long (960 ft.) Target: 20-ftradius Personal	V,S,M/DF v,S,M apon touche V,S,M apon touche V,S,M v,S,DF er a creatur V,S,M/DF one object to V,S,DF e creatures, art V,S,M v,S,DF	Yes [harmless] Yes No no Yes Yes Yes Yes Outched, up to 10 cu. ft. No no two of which can be N/A Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Summoning) Caster Level: 14 Transmutation (Summoning) Caster Level: 14 Evocation (Sourmoning) Caster Level: 14 Evocation [Sonic] Caster Level: 14 Evocation [Sonic] Caster Level: 14 Divination	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219 SC: p.220 SC: p.220
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Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Standing Wave Effect: Transports across water; see text. Sculpts stone into any shape. Sculpts stone into any shape. Sculpts stone into any shape. Ffect: Calls creature to fight. Thornskin Effect: Sprout thoms from your skin that makes your unarmed decomposition of the standard product of the standard pro	n and + 18 18 18 18 18 18 18 18 feet. Science of the second of t	Will negates [harmless] It bonus to Hide checks. Reflex partial None None Reflex negates None None None None None Will negates Will negates	Standard Action 1 standard action for every thr Standard Action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 round 1 standard action 1 round 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level 1 round/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks. Instantaneous 1 hour/level	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of force Close (60 ft.) Target: Stone or stot +1 cu. ft./level Close (60 ft.) Target: One or more more than 30 ft. apa Personal Target: You Long (960 ft.) Target: 20-ftradius Personal Target: You Medium (240 ft.)	V,S,M/DF uched V,S,DF es/level V,S,M apon touch V,S,M ee V,S,DF er a creatur V,S,M/DF v,S,M/DF er coreatures, art V,S,DF burst V,S,DF	Yes [harmless] Yes No ed Yes Yes e or object within range No buched, up to 10 cu. ft. No no two of which can be N/A Yes	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation (Force) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Evocation (Sonic) Caster Level: 14 Evocation (Sonic) Caster Level: 14 Evocation (Sanic) Caster Level: 14 Evocation (Sanic) Caster Level: 14 Evocation (Sanic) Caster Level: 14 Evocation (Earth) Caster Level: 14 Evocation (Earth) Caster Level: 14 Conjuration	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219 SC: p.220 SC: p.220
Effect: Same as Snowshoes, except as noted. Speak with Plants Effect: You can talk to normal plants and plant creatures. Spiderskin Effect: Grants recipient +1 to natural AC, +1 save against poisor Spike Growth Effect: Creatures in area take 1d4 damage, may be slowed. Spikes Effect: As brambles, except affected weapon gains +2 enhancer Spiritjaws Effect: Jaws attempt to grapple the target; see text Samples scross water; see text. Standing Wave Effect: Calls creature to fight. Spiritjaws Effect: All creature to fight. Thornskin Effect: All creatures in the area take 1d6 sonic damage per two of the company of the	18 18 18 18 18 18 18 18 18 18 18 18 18 1	Will negates [harmless] 1 bonus to Hide checks. Reflex partial None None Reflex negates None None None None None Will negates [see text. N/A see text. Will negates [harmless]	Standard Action 1 standard action 2 standard action 1 standard action	10 minutes/level ee caster levels [max +5]. 1 hour/level [D] 1 hour/level [D] 10 minutes/level [D] 10 minutes/level [D] Instantaneous 1 round/level [D] 1 round/level [D] e on unarmed attacks. Instantaneous 1 hour/level 1 round/3 levels 10 round/3 levels	than 30 ft. apart Personal Target: You Touch Target: Creature tou Medium (240 ft.) Target: 20-ft. square Touch Target: Wooden we Medium (240 ft.) Target: Jaws of forc Close (60 ft.) Target: Waves under 1-cu. ft./level Close (60 ft.) Target: You Long (960 ft.) Target: You Long (960 ft.) Target: You Medium (240 ft.) Target: 40-ftradius 20 ft. Target: One creatur	V,S,M/DF uched V,S,DF as/level V,S,M apon touch V,S,M e V,S,DF er a creature V,S,M/DF touched V,S,M/DF touched V,S,M/DF touched V,S,DF touche	Yes [harmless] Yes No eed Yes Yes e or object within range No buched, up to 10 cu. ft. No no two of which can be N/A Yes N/A	Divination Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Force] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Sonic] Caster Level: 14 Evocation [Sonic] Caster Level: 14 Evocation [Earth] Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14	SC: p.202 PHB: p.283 SC: p.202 SC: p.202 SC: p.204 PHB: p.284 PHB: p.288 SC: p.219 SC: p.220 SC: p.223 SC: p.223
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				Druid Spells					
□□□□□ Walk the Mountain's Path	18	Will negates (harmless)	Standard Action	140 minutes	Touch	/,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
Effect: Target is not slowed by slopes, gains a climb speed equa	l to his		nains a +10	ehancement honus to Jump and Balance	Target: Creature touc	ched		Caster Level: 14	
checks.	18	Will negates		2 hours/level; see text		/ S M/DE	Yes (harmless)	Transmutation	PHB: p.300
Water Breathing Effect:	10	(harmless)	Action	2 Hourshover, see text	Target: Living creatur			Caster Level: 14	111B. p.300
Subjects can breathe underwater.		None	1 hour	Instantaneous	1 mile + 1 mile/level \			Divination	SC: p.238
□□□□□ Weather Eye Effect:		None	i nour	instantaneous	Target: 1-mile radius			Caster Level: 14	SC: p.238
You may accurately predict the natural weather up to on- acts as detect magic.	e weel	k into the future. If unna	tural forces	currently affect the weather then the spe	II		•		
□□□□ Wind Wall	18	None; see text	Standard Action	1 round/level	Medium (240 ft.)	/,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 10 [S]	ft./level lo	ng and 5 ft./level high	Caster Level: 14	
				LEVEL 4					
Name	DC	Saving Throw	Time	Duration	Range (Comp.	Spell Resistance	School	Source
□□□□□ Air Walk		None		10 minutes/level	•	/,S, DF	Yes (harmless)	Transmutation [Ai	
Effect: Subject treads on air as if solid [climb at 45-degree angle]	1		71011011		Target: Creature [Ga	rgantuan o	or smaller] touched	Caster Level: 14	
Antiplant Shell		None	Standard Action	10 minutes/level [D]	10 ft.	/,S, DF	Yes	Abjuration	PHB: p.200
Effect:			Action		Target: 10-ftradius e	emanation	, centered on you	Caster Level: 14	
Keeps animated plants at bay. Arc of Lightning	19	Reflex half		Instantaneous	Close (60 ft.)	/,S,M/DF	No	Conjuration	SC: p.15
Effect			action		Target: A line between	un turo	aturos	(Creation) [Electricity]	
Effect: Create a bolt of electricity between two creatures causing					Target: A line betwee			Caster Level: 14	CC: - 20
Bite of the Wereboar	19	N/A	1 standard action	I 1 round/level		V,S,M	N/A	Transmutation	SC: p.28
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite					Target: You			Caster Level: 14	
Blight	19	Fortitude half; see tex	Standard Action	Instantaneous		V,S, DF	Yes	Necromancy	PHB: p.206
Effect: Withers one plant or deals 1d6/level damage to plant crea					Target: one plant/plan			Caster Level: 14	
Blindsight, Greater	19	Will negates [harmless]	1 standard action	I 1 minute/level		V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature touc	ched		Caster Level: 14	
□□□□□ Bottle of Smoke		None	10 minutes	s 1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: p.37
Effect: Creates a steed made of smoke.					Target: One smoky, h	norselike o	creature	Caster Level: 14	
□□□□□ Briartangle	19	Reflex half	Standard Action	14 minutes [D]	Long (960 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
Effect: Each entangled creature takes 1d8+7 in each subsequen	t round	d it attempts to break fre		takes a like amount of damage.	Target: Plants in a 40)-ftradius	spread	Caster Level: 14	
DDDD Burrow, Mass	19	Will negates [harmless]		I 1 minute/level [D]	Touch	/,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect: Same as Burrow, except effects multiple creatures.		(namiooo)	dollori		Target: One creature more than 30 ft. apar		two of which can be	Caster Level: 14	
Call of Stone	19	Fortitude partial	1 standard	1 1 round/2 levels		v,S	Yes	Transmutation	PHB II: p.105
Effect:	. 4		action		Target: One creature			Caster Level: 14	
Target must make successive saves each round or slowly Chain of Eyes	19	Will negates		I 1 hour/level	Touch	/,S	Yes	Divination	SC: p.45
Effect:			action		Target: Living creatur	re touched	ı	Caster Level: 14	
Scrying sensor passed along by touch. Command Plants	19	Will negates		1 day/level	Close (60 ft.)	/	Yes	Transmutation	PHB: p.211
Effect:			Action				nt creatures, no two of	Caster Level: 14	
Sway the actions of one or more plant creatures. Contagious Touch	19	Fortitude negates	1 standard	I 1 round/level	which can be more the Touch	nan 30 ft. a √,S	apart Yes	Necromancy	SC: p.52
Effect:			action		Target: You			Caster Level: 14	
Any creature you hit with melee touch is afflicted with con Contingent Energy Resistance		and the selected diseas N/A		1 hour/level [D]	-	V,S,M	N/A	Abjuration	SC: p.52
Effect:					Target: You			Caster Level: 14	
Same as Contigency, except it is more limited. Control Water	19	None; see text		10 minutes/level [D]	Long (960 ft.)	/,S,M/DF	No	Transmutation	PHB: p.214
Effect:			Action			lume of 10	0-ft. by 10-ft. by 2-ft. pe	[Water] r Caster Level: 14	
Raises or lowers bodies of water. Creeping Cold, Greater	19	Fortitude half	1 standard	I See text	level [S] Close (60 ft.)	V,S,F	Yes	Transmutation	SC: p.56
Effect:			action		Target: One creature			[Cold] Caster Level: 14	
As creeping cold, but has a higher damage cap with addit	ional r	ounds. Will half (harmless);	Standard	Instantaneous		V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:	•	see text	Action		Target: Creature touc		text	(Healing) Caster Level: 14	
Cures 3d8 +1/level [max +15] damage.		None	Standard	Instantaneous		v,s	No	Abjuration	PHB: p.223
Dispel Magic Effect:		.10110	Action		Target: One spellcast			Caster Level: 14	ID. p.220
Cancels magical spells and effects.	40	NI/A	1	1 hour/lovel	20-ftradius burst				SC: p.91
Effect:	19	N/A	1 minute	1 hour/level	Personal \ Target: You	V,S	N/A	Transmutation Caster Level: 14	SC: p.81
Gain enhancement to your next wild shape; See text.	19	N/A	1 standard	I 10 minutes/level [D]	-	V,S	N/A	Transmutation	SC: p.84
Essence of the Raptor	13		action		Target: You	.,0		Caster Level: 14	2.5. p.o.
Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, L	isten,			ent ability. I Instantaneous	-	v,s	Yes		SC: n 86
Effect:	19	Fortitude negates	1 standard action	i maidilidileuus				Abjuration [Air]	SC: p.86
Effect: Creates a hurricane with you unaffected at the center; see		Poffey balf	Ctord .	Instantaneous	10-ftradius quiet are	ea centere			DUD: n 204
□□□□□ Flame Strike	19	Reflex half	Standard Action	Instantaneous	Medium (240 ft.)	v,S, DF	res	Evocation [Fire]	PHB: p.231
Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage					Target: Cylinder 10			Caster Level: 14	
□□□□□ Freedom of Movement	19	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch \			Abjuration	PHB: p.233
Effect: Subject moves normally despite impediments.					Target: You or creatu	ire touche	d	Caster Level: 14	
Giant Vermin		None	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
Effect: Turns centipedes, scorpions, or spiders into giant vermin.					Target: Up to three ve	ermin, no t	two of which can be	Caster Level: 14	
,, , , , , , , , , , , , , , , , ,				* =Domain/Speciality Spell					

				Druid Spells					
□□□□□ Healing Spirit	19	Will half (harmless)	1 standard action	1 round/2 levels	Close (60 ft.) V,S	s \	Yes (harmless)	Conjuration (Healing)	PHB II: p.114
Effect: Create a spirit that heals with positive energy 1d8 [under	ad are d	ealt damage) Flies at 30	ft.: see text.		Target: One conjured he	ealing spi	irit	Caster Level: 14	
lce Storm		None	Standard Action			S,M/DF \	Yes	Evocation [Cold]	PHB: p.243
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.					Target: Cylinder 20			Caster Level: 14	
Jaws of the Wolf		None	1 standard action	1 round/level [D]	, ,		No	Transmutation	SC: p.127
Effect: Transform small wooden carvings into real worgs equal				40 1 1 1 1 1 1 1	Target: One or more cre			Caster Level: 14	00 . 100
Land Womb	19	Will negates	1 standard action	10 minutes/level [D]	Touch V,S		Yes	Abjuration	SC: p.130
Effect: Descend into a protective bubble in the earth below, other					Target: You and one oth			Caster Level: 14	
Effect:	19	Will partial	1 standard action	1 round/level	Close (60 ft.) V,S Target: Ray	S 1	Yes	Transmutation Caster Level: 14	SC: p.130
Ranged touch attack. Causes short term Strength loss a	nd slowi	ing; See text. None	1 standard	Instantaneous	Touch V,S	e \	Yes [harmless]	Transmutation	SC: p.130
Last Breath		None	action	mstantaneous	Target: Dead creature to		res (riamiless)	Caster Level: 14	3C. p. 130
Creature killed within 1 round returns to 0 hp.	19	N/A	3 rounds	Instantaneous		S,F/DF N	N/A	Divination	SC: p.131
Effect: Learn area of 50 miles radius; see text					Target: You	-,.,		Caster Level: 14	
□□□□ Magic Fang, Superior	19	N/A	1 standard action	1 round/level	Personal V,S	S 1	N/A	Abjuration	SC: p.136
Effect: Every natural weapon you possess becomes enchanted	to +1 ne	er four caster levels (ma		1	Target: You			Caster Level: 14	
DDDDDMeteoric Strike	19	None or Reflex half; see text		1 round or until dischared	0 ft. V,S	s s	See text	Transmutation [Fire]	PHB II: p.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 ca	ster leve			es take half the damage [SR applies an	Target: Your melee wea	apon		Caster Level: 14	
Reflex for half of that].	19	Fortitude half or Will	1 standard		30 ft. V,S	S \	Yes [object]	Necromancy	SC: p.141
Effect:		negates [object]	action		Target: Cone-shaped b	urst or on	e solid object; see	Caster Level: 14	
Accelerates decay in natural substances; see text	19			Instantaneous	text Long (960 ft.) V,S	s \	Yes	Evocation	SC: p.143
Effect:		Will negates[undead]			Target: One living or un			Caster Level: 14	
Bolt unerringly strikes dealing 1d4 Str damage per three Murderous Mist	caster le	evels [max 5d4]. Undea Reflex partial; see text	1 standard		undead creatures, that a		t. apart No	Conjuration	SC: p.145
Effect: Create cloud of scalding hot steam; see text.			action		Target: Cloud spreads i	in 30-ft. ra	adius, 20 ft. high	(Creation) Caster Level: 14	
Perinarch	19	None [object] and Reflex negates; see text	1 standard action	1 round/level; see text	Close (60 ft.) V,S	S,DF N	No	Transmutation	SC: p.153
Effect: Grants temporary over the terrain of limbo.		text			Target: N/A			Caster Level: 14	
Planar Tolerance		None	1 immediate action	1 hour/level	20 ft. V	١	Yes [harmless]	Abjuration	SC: p.159
Effect:			dollori		Target: One creature/le	evel in a 20	0-ft. radius burst	Caster Level: 14	
Gain temporary respite from the natural effects of a spec	rific nlan	۵							
Gain temporary respite from the natural effects of a spec	ific plan 19	e. Fortitude negates		10 minutes/level	centered on you		Yes	Conjuration (Creation)	SC: p.160
Poison Vines	19	Fortitude negates	1 standard action	10 minutes/level	centered on you	S,M \		Conjuration (Creation) Caster Level: 14	SC: p.160
Effect: Creates vines like vine mine except vines have contact place. Reincarnate Effect:	19	Fortitude negates	action	10 minutes/level	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev	S,M \ vel spread S,M, DF \		(Creation)	SC: p.160 PHB: p.270
Effect: Creates vines like vine mine except vines have contact part of the contact par	19 poison; s	Fortitude negates see text. None; see text Fortitude negates	action 10 minutes		centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S	S,M \ vel spread S,M, DF \ touched		(Creation) Caster Level: 14 Transmutation	
Effect: Creates vines like vine mine except vines have contact produced in the	19 poison; s 19	Fortitude negates see text. None; see text Fortitude negates (harmless)	10 minutes 1 standard action	Instantaneous Instantaneous; see text	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- bu	S,M \\ vel spread S,M, DF \\ touched	Yes (harmless) Yes (harmless)	(Creation) Caster Level: 14 Transmutation Caster Level: 14	PHB: p.270
Effect: Creates vines like vine mine except vines have contact processes and processes and processes are contact processes. Reincarnate Effect: Brings dead subject back in a random body. Contact processes are contact processes and processes are contact processes. Effect: Remove the fatigued condition from all creatures in area caster level.	19 poison; s 19 19	Fortitude negates eee text. None; see text Fortitude negates (harmless) chausted creatures becc	action 10 minutes 1 standard action me fatigued	Instantaneous Instantaneous; see text .+2 bonus to Constitution for 1 round pe	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius-bust	S,M \ vel spread S,M, DF \ touched S \ urst center	Yes (harmless) Yes (harmless) red on you	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB: p.270 PHB II: p.123
Effect: Creates vines like vine mine except vines have contact processes. Reincarnate Effect: Brings dead subject back in a random body. Creates vines like vine mine except vines have contact processes. Brings dead subject back in a random body. Create like like like like like like like lik	19 poison; s 19	Fortitude negates see text. None; see text Fortitude negates (harmless)	action 10 minutes 1 standard action me fatigued	Instantaneous Instantaneous; see text .+2 bonus to Constitution for 1 round pe	centered on you Medium (240 ft.) V,\$ Target: 10-ftradius/lev Touch V,\$ Target: Dead creature t 30 ft. V,\$ Target: 30-ftradius-buer 10 ft. V,\$	s,M \ vel spread s,M, DF \ touched s \ urst center	Yes (harmless) Yes (harmless) red on you	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration	PHB: p.270
Effect: Creates vines like vine mine except vines have contact productions and contact product of the contact product product of the contact product	19 poison; s 19 19 19 , and ex 19	Fortitude negates see text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text	10 minutes 1 standard action me fatigued Standard Action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- bust 10 ft. V,S Target: 10 ft. radius em	s,M) vel spread s,M, DF) touched s) urst center	Yes (harmless) Yes (harmless) red on you Yes entered on you	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271
Effect: Creates vines like vine mine except vines have contact productions and contact productions. Reincarnate Effect: Brings dead subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repet Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away.	19 poison; s 19 19	Fortitude negates we text. None; see text Fortitude negates (harmless) thausted creatures becc. None or Will negates;	action 10 minutes 1 standard action me fatigued Standard	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius-buer 10 ft. V,S Target: 10 ft. radius em Touch V,S	s,M N vel spread S,M, DF N touched S N urst center S, DF N nanation co	Yes (harmless) Yes (harmless) red on you	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration	PHB: p.270 PHB II: p.123
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Greates vines like vine mine except vines have contact processes and subject back in a random body. Greates vines and subject back in a random body. Greates Brings dead subject back in a random body. Greater Brings dea	19 poison; s 19 19 19 19 19 19	Fortitude negates see text. Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless]	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- but of t. V,S Target: 10 ft. radius em Touch V,S Target: 10 ft. radius em	s,M) vel spread S,M, DF) touched S) S, DF) manation or	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174
Effect: Creates vines like vine mine except vines have contact productions and contact productions. Reincarnate Effect: Brings dead subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Rushing Waters Effect:	19 19 19 19 19 19 19 19 19 19	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- but of t. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche	s,M) vel spread s,M, DF) touched s) urst center s, DF) hanation co	Yes (harmless) Yes (harmless) red on you Yes entered on you	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration	PHB: p.270 PHB II: p.123 PHB: p.271
Effect: Creates vines like vine mine except vines have contact processes. Reincarnate Effect: Brings dead subject back in a random body. Cffect: Remove the fatigued condition from all creatures in area caster level. Cffect: Insects, spiders, and other vermin stay 10 ft. away. Cffect: As resistance, except you grant the subject +3 resistance. Cffect: As resistance, except you grant the subject +3 resistance. Cffects	19 19 19 19 19 19 19 19 19 19	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius-bust 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr	s,M Novel spread S,M, DF Not touched S Not some spread S,DF Not touched S,	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water]	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174
Effect: Creates vines like vine mine except vines have contact of the contact of	19 19 19 19 19 19 19 19 19 19	Fortitude negates eee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t.	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature to 30 ft. V,S Target: 30-ftradius- bust of 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr Touch V,S Target: One nonmagica of the object within 3 ft.	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) ed S,DF N read S,DF N	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Vater] Caster Level: 14 Transmutation	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178
Effect: Creates vines like vine mine except vines have contact processes and contact pro	19 19 19 19 19 19 19 19 19 19	Fortitude negates eee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature to the state of the stat	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) ed S,DF N read S,DF N	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume ched point] or one	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Vater] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Rushing Waters Effect: Wave of water bull rushes from you with a +15 bonus or contact of the control o	19 19 19 19 19 19 19 19 the bonus	Fortitude negates see text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius-bust 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr Touch V,S Target: 15-ftradius ft.	s,M) vel spread s,M, DF) touched s) urst center s, DF) anation of s,M/DF) ed s,DF N read s,DF N al ferrous of the tou	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume ched point] or one	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273
Effect: Creates vines like vine mine except vines have contact of the contact of	19 19 19 19 19 19 19 19 the bonus	Fortitude negates see text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- bust 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr Touch V,S Target: 15-ftradius spr Touch V,S Target: 15-ftradius spr Touch V,S Target: See text V,S Target: Magical sensor	S,M) vel spread S,M, DF) touched S urst center S, DF) nanation or S,M/DF) ed S,DF N read S,DF N al ferrous of the tou	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume ched point] or one	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Reflect: Wave of water bull rushes from you with a +15 bonus or many control of the con	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates see text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text None Will negates Fort negates	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard 1 hour	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- bust 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr Touch V,S Target: 15-ftradius spr Touch V,S Target: 15-ftradius spr Touch V,S Target: See text V,S Target: Magical sensor	s,M) vel spread s,M, DF) touched s, DF) manation or s,M/DF) ed s,DF N read s,DF N	Yes (harmless) Yes (harmless) Yes (harmless) Yes entered on you Yes [harmless] No No object [or the volume uched point] or one	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Vater] Caster Level: 14 Transmutation Caster Level: 14 Divination (Scrying) Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273
Effect: Creates vines like vine mine except vines have contact of the creates vines like vine mine except vines have contact of the creates vines like vine mine except vines have contact of the creates vines like vine mine except vines have contact of the contact of the creates like vines and subject back in a random body. Effect: Remove the fatigued condition from all creatures in area caster level. Caste	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates see text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text None Will negates Fort negates	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text	centered on you Medium (240 ft.) V.\$ Target: 10-ftradius/lev Touch V.\$ Target: Dead creature t 30 ft. V.\$ Target: 30-ftradius-buer 10 ft. V.\$ Target: 10 ft. radius em Touch V.\$ Target: Treature touche Medium (240 ft.) V.\$ Target: 15-ftradius spr Touch V.\$ Target: 15-ftradius spr Touch V.\$ Target: One nonmagica of the object within 3 ft. ferrous creature See text V.\$ Target: Magical sensor Long (960 ft.) V.\$ Target: 20-ftradius spr	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) ed S,DF N nanation or ted S,M/DF N nead	Yes (harmless) Yes (harmless) Yes (harmless) Yes entered on you Yes [harmless] No No object [or the volume uched point] or one	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination (Scrying) Caster Level: 14 Evocation [Light]	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Brings dead subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Rushing Waters Effect: Wave of water bull rushes from you with a +15 bonus or Company of the subject of the subjec	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text loosed Stricheck; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless]	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta	centered on you Medium (240 ft.) V.\$ Target: 10-ftradius/lev Touch V.\$ Target: Dead creature t 30 ft. V.\$ Target: 30-ftradius-buer 10 ft. V.\$ Target: 10 ft. radius em Touch V.\$ Target: Treature touche Medium (240 ft.) V.\$ Target: 15-ftradius spr Touch V.\$ Target: 15-ftradius spr Touch V.\$ Target: One nonmagica of the object within 3 ft. ferrous creature See text V.\$ Target: Magical sensor Long (960 ft.) V.\$ Target: 20-ftradius spr	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) read S,DF N read S,DF N slaferrous of the tou S,M/DF, N S,M/DF, N read	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume uched point] or one Yes	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Evocation [Light] Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Resistance, except you grant the subject +3 resistance. Resistance are grant from you with a +15 bonus or grant from you with a +15 bonu	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc. None or Will negates; see text Will negates [harmless] None; see text loosed Stricheck; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless]	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action 1 standard action 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature t 30 ft. V,S Target: 30-ftradius- bust 10 ft. V,S Target: 10 ft. radius em Touch V,S Target: Creature touche Medium (240 ft.) V,S Target: 15-ftradius spr Touch V,S Target: One nonmagica of the object within 3 ft. ferrous creature See text V,S Target: Magical sensor Long (960 ft.) V,S Target: 20-ftradius spr	s,M) rel spread s,M, DF) touched s) urst center s, DF) nanation or s,M/DF) ed s,DF N read	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume uched point] or one Yes	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186
Effect: Creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vines and vines with a random body.	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text loosed Str check; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless] le or drain. Will negates	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta	centered on you Medium (240 ft.) V,S Target: 10-ftradius/lev Touch V,S Target: Dead creature to the state of the state	s,M) rel spread s,M, DF) touched s,DF) manation or s,M/DF) ed s,DF N read	Yes (harmless) Yes (harmless) Yes (harmless) Yes entered on you Yes [harmless] No No Object [or the volume uched point] or one Yes Yes [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination (Scrying) Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: Wave of water bull rushes from you with a +15 bonus or contact processes and alloys. Reflect: Your touch corrodes iron and alloys. Effect: Spies on subject from a distance. Spies on subject from a distance. Shadowblast Effect: Creatures stunned for 1d6 rounds; natives of shadow vulled the contact processes and shadow vulled the con	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates see text. None; see text Fortitude negates (harmless) shausted creatures becc None or Will negates; see text Will negates [harmless] None; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless]	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round pe 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta	centered on you Medium (240 ft.) V.\$ Target: 10-ftradius/lev Touch V.\$ Target: Dead creature to the state of the state	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) ed S,DF N nanation or S,M/DF) ed S,DF N read S,DF N touched S,DF N	Yes (harmless) Yes (harmless) Yes (harmless) Yes entered on you Yes [harmless] No No Object [or the volume uched point] or one Yes Yes [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination (Scrying) Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188
Effect: Creates vines like vine mine except vines have contact of the creates vines like vine mine except vines have contact of the contact o	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates see text. None; see text Fortitude negates (harmless) shausted creatures becc None or Will negates; see text Will negates [harmless] None; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless] late damage; see text. Will negates take damage; see text. Fortitude negates [harmless] le as if it weren't undead Reflex partial	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 3 standard action 3 standard Action 3 standard Action	Instantaneous Instantaneous; see text .+2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta 1 minute/level 1 round/level	centered on you Medium (240 ft.) V.S. Target: 10-ftradius/lev Touch V.S. Target: Dead creature to the state of the sta	S,M) vel spread S,M, DF) touched S) nanation or S,M/DF) ed S,DF N read S,DF N read S,DF N touched S,DF N read	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume uched point] or one Yes Yes [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14 Transmutation Caster Level: 14 Necromancy Caster Level: 14 Transmutation [Earth]	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188 SC: p.196 PHB: p.283
Effect: Creates vines like vine mine except vines have contact processes and subject back in a random body. Renewed Vigor Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Rushing Waters Effect: Wave of water bull rushes from you with a +15 bonus on Rushing Grasp Effect: Spies on subject from a distance. Street: Spies on subject from a distance.	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text wosed Str check; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless] lee or drain. Will negates le as if it weren't undear Reflex partial Fortitude partial	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 3 standard action 3 standard Action 3 standard Action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta 1 minute/level 1 round/level 1 hour/level [D]	centered on you Medium (240 ft.) V.S. Target: 10-ftradius/lev Touch V.S. Target: Dead creature to the state of the sta	S,M) vel spread S,M, DF) touched S) urst center S, DF) nanation or S,M/DF) ed S,DF N read S,DF N al ferrous of the tou S,M/DF,) touched S,DF N read S,DF N read S,DF N read S,DF N read	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume inched point] or one Yes Yes Yes In [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Transmutation [Eath] Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188 SC: p.196
Effect: Creates vines like vine mine except vines have contact and the contact	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates lee text. None; see text Fortitude negates (harmless) chausted creatures becc None or Will negates; see text Will negates [harmless] None; see text wosed Str check; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless] lee or drain. Will negates le as if it weren't undear Reflex partial Fortitude partial	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action 1 standard action t. Standard Action 1 hour 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta 1 minute/level 1 round/level 1 hour/level [D]	centered on you Medium (240 ft.) V.\$ Target: 10-ftradius/lev Touch V.\$ Target: Dead creature to the state of the state	S,M) vel spread S,M, DF) touched S) urst center S, DF) nanation or S,M/DF) ed S,DF N read S,DF N	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No object [or the volume inched point] or one Yes Yes Yes In [harmless]	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Divination Caster Level: 14 Evocation [Light] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188 SC: p.196 PHB: p.283
Effect: Creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates vines like vine mine except vines have contact of creates like vines and subject back in a random body. Effect: Remove the fatigued condition from all creatures in area caster level. Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater Effect: As resistance, except you grant the subject +3 resistance. Resistance, except you grant the subject +3 resistance. Effect: Wave of water bull rushes from you with a +15 bonus or contact of contact vines and alloys. Effect: Your touch corrodes iron and alloys. Effect: Spies on subject from a distance. Spies on su	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Fortitude negates see text. None; see text Fortitude negates (harmless) shausted creatures becc None or Will negates; see text Will negates [harmless] None; see text None Will negates Fort negates take damage; see text. Fortitude negates [harmless] le as if it weren't undear Reflex partial Fortitude partial Fortitude partial see text. Reflex half	action 10 minutes 1 standard action me fatigued Standard Action 1 standard action	Instantaneous Instantaneous; see text +2 bonus to Constitution for 1 round per 10 minutes/level [D] 24 hours Instantaneous See text 1 minute/level Insta 1 minute/level 1 round/level 1 hour/level [D] Instantaneous	centered on you Medium (240 ft.) V.\$ Target: 10-ftradius/lev Touch V.\$ Target: Dead creature to the state of the state	S,M) vel spread S,M, DF) touched S) urst center S, DF) nanation or S,M/DF) ed S,DF N read S,DF N	Yes (harmless) Yes (harmless) red on you Yes entered on you Yes [harmless] No No No object [or the volume uched point] or one Yes Yes Yes d Yes Yes	(Creation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Creation) [Water] Caster Level: 14 Transmutation Caster Level: 14 Transmutation (Scrying) Caster Level: 14 Evocation [Light] Caster Level: 14 Necromancy Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14	PHB: p.270 PHB II: p.123 PHB: p.271 SC: p.174 SC: p.178 PHB: p.273 PHB: p.274 SC: p.186 SC: p.188 SC: p.196 PHB: p.283 SC: p.206

^{* =}Domain/Speciality Spell

				Druid Spells					
□□□□□ Summon Elementite Swarm		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: p.214
Effect: Summons a elementite swarm [Planar Handbook 114]; se	oo toyt				Target: One summ	oned eleme	ntite	Caster Level: 14	
Summon Nature's Ally IV	SE IEXI	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration	PHB: p.288
Effect: Calls creature to fight.					Target: One or more than 30 ft. ap		, no two of which can b	(Summoning) e Caster Level: 14	
Swim, Mass		None	1 round	10 minutes/level [D]	Medium (240 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
Effect: Gain swim speed and +8 to Swim checks.					more than 30 ft. ap	art	two of which can be	Caster Level: 14	
□□□□ Vortex of Teeth		None	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.232
Effect: Creatures in the area take 3d8 damage per round, it also	harms	incorporeal creatures.			Target: Hollow cylin 5-ftradius safe zo		radius, 20-ft. high, with	a Caster Level: 14	
Wall of Sand		None	1 standard	Concentration +1 round/level	Medium (240 ft.)			Conjuration (Creation) [Earth]	SC: p.235
Effect: Creates a churning wall of sand.			action		Target: A straight v square/level [S]	wall whose a	rea is up to one 10-ft.	Caster Level: 14	
Wall of Water	19	Reflex negates; see text	1 standard action	10 minutes/level	Medium (240 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: p.235
Effect: Creates a vertical wall of swirling water.					Target: A straight v	vall whose a	rea is up to one 10-ft.	Caster Level: 14	
□□□□ Wild Runner	19	N/A	1 standard	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: p.239
Effect: Assume the physical appearance and many abilities of a	centau	r [MM 32]; see text.	action		Target: You			Caster Level: 14	
Wind at Back	19	Fortitude negates [harmless]	1 standard action	12 hours	Medium (240 ft.)	V,S	Yes [harmless]	Evocation	SC: p.239
Effect: Doubles overland speed of all targets.					Target: One creature more than 30 ft. ap		two of which can be	Caster Level: 14	
□□□□ Wings of Air, Greater		None	1 standard	1 minute/level	Touch	V	No	Transmutation	SC: p.240
Effect: Manuverability improves by two steps.			action		Target: Winged cre	eature touch	ed	Caster Level: 14	
Wood Rot		None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation	SC: p.241
Effect: Deal damage to plants or destroy wooden objects.					Target: One nonma wood; or one plant		en object or a volume o	of Caster Level: 14	
				LEVEL 5					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	20	Fortitude negates	Standard Action	1 minute/level	Medium (240 ft.)	V,S	Yes	Transmutation	PHB: p.198
Effect: One animal/two levels doubles in size.							wo levels [Gargantuan n be more than 30 ft.	Caster Level: 14	
□□□□□ Anticold Sphere		None	1 standard	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13
Effect: Immune to cold and Hedge creatures of the cold subtype.			adion		Target: 10-ftradiu	s emanation	n, centered on you	Caster Level: 14	
Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: p.201
Effect: Removes burden of misdeeds from subject.					Target: Living crea	,	d	Caster Level: 14	
Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF,	Yes	Transmutation	PHB: p.202

Name Animal Growth	DC 20	Saving Throw Fortitude negates	Time Standard Action	Duration 1 minute/level	Range Medium (240 ft.)	Comp. V,S	Spell Resistance Yes	School Transmutation	Source PHB: p.198
Effect: One animal/two levels doubles in size.			Action		Target: Up to one a or smaller], no two of apart	nimal/per tv of which car	vo levels [Gargantuan n be more than 30 ft.	Caster Level: 14	
Anticold Sphere		None		d 10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13
Effect: Immune to cold and Hedge creatures of the cold subtype	e.		action		Target: 10-ftradius	emanation	, centered on you	Caster Level: 14	
□□□□ Atonement		None	1 hour	Instantaneous	Touch	DF, XP	Yes	Abjuration	PHB: p.201
Effect: Removes burden of misdeeds from subject.					Target: Living creat	ure touched		Caster Level: 14	
Awaken Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: p.202
Effect: Animal or tree gains human intellect.					Target: Animal or tr	ee touched		Caster Level: 14	
Baleful Polymorph	20	Fortitude negates, Wil partial; see text	Standard Action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation	PHB: p.202
Transforms subject into harmless animal.					Target: One creatur			Caster Level: 14	
Bite of the Weretiger	20	N/A	1 standard action	d 1 round/level	Personal Target: You	V,S,M	N/A	Transmutation Caster Level: 14	SC: p.28
Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armo					, and the second		.,		B. I.B. II.
Blood Creeper	20	Fortitude negates	1 standard action	d 1 round/level	Medium (240 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: p.104
Effect: Subject takes 1 point of piercing damage per caster lestrength check DC 20, or Escape Artist DC 25.	vel [ma	x 15] each round. The t	arget is he	eld securely in place. Subject can make	Target: One creatur a	re		Caster Level: 14	
Call Lightning Storm	20	Reflex half	1 round	1 minute/level	Long (960 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
Effect: Calls down one lightning bolt/level [max 15] over duration	n [5d6 p	per bolt] from sky; 5d10 ii	n outdoors :	stormy area.	Target: One or more lightning	e 30-ftlong	vertical lines of	Caster Level: 14	
□□□□□ Catsfoot	20	Will Negates	1 Standard Action	d One Full Day	Personal	V, S, MF (Cat Fur)	Yes	Transmutation	EWB: null
Effect: Catsfoot replaces the user's current racial ability modifie +2, and Cha +2. He or she also gains low-light vision, +: natural weapons, and the ability to subtract up to [Dexterity	30' grou /]d6 fror	und movement, a +4 bo n any falling damage he	nus to Bala or she take	ance, Hide, and Move Silently checks, d es with a successful DC 15 Reflex save.	6			Caster Level: 14	
Cloak of the Sea	20	Will negates [harmless]	1 standard action	1 1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.48
Bestows water breathing, blur & doesn't take nonlethal d	amage				Target: Creature to			Caster Level: 14	
□□□□□Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: p.50
Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]	rees]				Target: 1-mile-radiu		·	Caster Level: 14	
Commune with Nature Effect: Learn about terrain for one mile/level.		None	10 minutes	s Instantaneous	Personal Target: You	V,S	No	Divination Caster Level: 14	PHB: p.211
Control Winds	20	Fortitude negates		10 minutes/level	40 ft./level	V,S	No	Transmutation [Ai	r]PHB: p.214
Effect: Change wind direction and speed.			Action		Target: 40 ft./level r	adius cylino	ler 40 ft. high	Caster Level: 14	
Cure Critical Wounds	20	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 4d8 +1/level [max +20] damage.					Target: Creature to	uched		Caster Level: 14	
□□□□□ Dance of the Unicorn		None	1 standard	d 1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.58
Effect: Purifies surrounding area; see text.			action		Target: 5 ft./level-ra	idius emana	ation centered on you	Caster Level: 14	
Death Ward	20	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
Effect: Grants immunity to death spells and negative energy effe	ects.				Target: Living creat	ure touched		Caster Level: 14	
□□□□□ Dire Hunger	20	Fortitude negates	1 standard	I Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: p.65
Effect: Creature becomes hungry and grows fangs [See text for	damad	e]. Target only attacks w	rith bite		Target: One living of	reature		Caster Level: 14	
3, 4, 5, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6,	5	. 3,		* =Domain/Speciality Spell					

^{* =}Domain/Speciality Spell

				Druid Spells				
Cho Skull		None	1 standard action	1 hour/level [D]	Touch V,S,F	Yes [object]	Divination	SC: p.77
Effect: See, hear and speak through a specific animal skull at an	v distar	nce			Target: Animal skull touched		Caster Level: 14	
☐☐☐☐☐ Fireward	y distai	None	1 standard action	1 hour/level	Medium (240 ft.) V,S,DF	No	Transmutation	SC: p.94
Effect:			action		Target: One 20-ft. cubes/level	[S]	Caster Level: 14	
As quench; suppresses all magical fire spells Hallow	20	See text	24 hours	Instantaneous	Touch V,S,M, D	F See text	Evocation [Good]	PHB: p.238
Effect:					Target: 40-ft. radius emanatin	g from the touched point	Caster Level: 14	
Designates location as holy. Heal Animal Companion	20	Will negates		Instantaneous	Touch V,S	Yes [harmless]	Conjuration	SC: p.110
Effect:		[harmless]	action		Target: One item of a volume	no greater than 10 cu.	(Healing) Caster Level: 14	
Functions as heal, except it only affects your animal comp	oanion. 20	Fortitude partial; see	1 standard	6 rounds; see text	ft./level; see text Close (60 ft.) V,S,M	Yes	Transmutation	SC: p.123
Effect:		text	action	o roundo, doo toxt	Target: One creature		[Fire] Caster Level: 14	00. p. 120
Cause single creature to burst in flames causing 6d6 and	decrea							BUB ALL
Insect Plague		None	1 round	1 minute/level	Long (960 ft.) V,S, DF	No	Conjuration (Summoning)	PHB: p.244
Effect: Locust swarms attack creatures.					Target: One swarm of locust/p which must be adjacent to at l		Caster Level: 14	
□□□□□Jungle's Rapture	20	Will negates	1 standard action	Permanent [D]	Close (60 ft.) V,S	Yes	Transmutation	SC: p.128
Effect: Target takes 1d6 Dex damage, each day victim takes add	litional	1d6 Dov			Target: One living nonplant cr	eatures	Caster Level: 14	
Longstrider Mass	20	Fortitude negates	1 swift	1 hour/level [D]	60 ft. V	Yes (harmless)	Transmutation	PHB II: p.117
Effect:		(harmless)	action		Target: 60-ftradius emanatio	n centered on you	Caster Level: 14	
All allies in the area gain a +10-foot enhancement bonus to Magic Convalescence	to their	speed. None	1 standard	1 round/level	20 ft. V,S,M	No	Conjuration	PHB II: p.118
Effect:			action		Target: 20-ftradius emanatio	n centered on you	(Healing) Caster Level: 14	·
Whenever a creature, including you casts a spell cast with	nin the	area of this spell, you he Will negates		nt per level of the spell cast. 1 hour/level	Touch V,S,M	Yes	Transmutation	SC: p.138
Mantle of the Icy Soul	20	vviii riegales	action	i nodi/ievei		100	[Cold]	ου. p. 100
Effect: Grants Cold Subtype to target.					Target: Creature touched		Caster Level: 14	
□□□□ Memory Rot	20	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.) V,S	Yes	Evocation	SC: p.140
Effect: Permanenty drain 1d6 Intelligence, with 1 pt loss each rou	und the	reafter; save stops Int In			Target: One living creature		Caster Level: 14	
Owl's Insight	20	Fortitude negates [harmless]	1 standard action	1 hour	Touch V,S	Yes [harmless]	Transmutation	SC: p.152
Effect:	Mic -l ·		aouUII		Target: Creature touched		Caster Level: 14	
Gain half your caster level as an enhancement bonus to V Panacea	visaom 20	n. Will half [harmless];	1 standard	Instantaneous	Touch V,S	Yes [harmless]	Conjuration	SC: p.152
Effect:		see text	action		Target: Creature touched		(Healing) Caster Level: 14	
Removes most conditions; see text. Phantom Stag	20	None; See text	1 standard	1 hour/level [D]	0 ft. V,S	No	Conjuration	SC: p.157
Effect:	20	None, occ text	action	Thounever [2]			(Creation) Caster Level: 14	GO. p. 101
You conjure a quasi-real, staglike creature; see text					Target: One quasi-real staglik			
Plant Body	20	N/A	1 standard action	10 minutes/level	Personal V,S,DF	N/A	Transmutation	SC: p.159
Effect: Gain some plant-like qualities; immune to extra dama	age fro	om criticals, mind-affec	ting spells,	poison, sleep, paralysis, stunning and	Target: You d		Caster Level: 14	
polymorphing; see text Poison Thorns	20	See text		1 round/level	Personal V	No	Transmutation	SC: p.159
Effect:		000 10/11	action	T Touriston	Target: You		Caster Level: 14	GG. p. 100
As thornskin, except creatures grappling you get a dose of						V		
Quill Blast	20	Reflex half; see text	1 standard action	Instantaneous	20 ft. V,S,M	Yes	Conjuration (Creation)	SC: p.164
Effect:		ermines amount of quills	; see text		Target: 20-ftradius spread, c	entered on you	Caster Level: 14	
Targets struck by quills [each quill does 1d6], size of targets	ets aete		A star to 1	1 round/level [D]; see text	60 ft. V,S,DF	No	Evocation [Good,	PHB II: p.122
Targets struck by quills [each quill does 1d6], size of target Radiance	ets dete	None			7,0,51		Liahti	
□□□□□ Radiance Effect:		None	action	ave Illuminate as daylight spell	Target: 60-ftradius emanatio	n centered on you	Light] Caster Level: 14	
Radiance		None ne area and 1d6 rounds Will negates	action after they le			n centered on you Yes [harmless]	Caster Level: 14 Conjuration	SC: p.172
Effect: Undead are dazzled by illumination for the duration they a	are in th	None ne area and 1d6 rounds	action after they le		Target: 60-ftradius emanatio	Yes [harmless]	Caster Level: 14	SC: p.172
Effect: Undead are dazzled by illumination for the duration they a Rejuventation Cocoon Effect: Heals and protects target; see text.	are in th	None ne area and 1d6 rounds Will negates	action after they le 1 standard action		Target: 60-ftradius emanatio	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SC: p.172 SC: p.191
Effect: Undead are dazzled by illumination for the duration they a Rejuventation Cocoon Effect: Heals and protects target; see text.	are in th 20	None ne area and 1d6 rounds Will negates [harmless]	action after they le 1 standard action	2 rounds	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M	Yes [harmless]	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation	
Undead are dazzled by illumination for the duration they a Undead are dazzled by illumination for the duration they a Undead are dazzled by illumination Cocoon Effect: Heals and protects target; see text. UNDEAD Sirine's Grace Effect: Gain +4 to Cha & Dex. deflection bonus to AC equal to you	are in th 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to	action after they let 1 standard action 1 standard action Perform che	2 rounds 1 round/level cks, gain swim speed 60 ft; see text.	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You	Yes [harmless] ed N/A	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14	SC: p.191
Radiance Effect: Undead are dazzled by illumination for the duration they a Rejuventation Cocoon Effect: Heals and protects target; see text. Sirine's Grace Effect: Gain 44 to Cha & Dex, deflection bonus to AC equal to you Stone Shape, Greater	are in th 20 20	None ne area and 1d6 rounds Will negates [harmless]	action after they let 1 standard action 1 standard action Perform che	2 rounds 1 round/level	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DE	Yes [harmless] ed N/A	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth]	
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Sirine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□□ Stone Shape, Greater Effect: Sculpts stone into any shape.	20 20 20 Dur CH <i>A</i>	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None	action after they le 1 standard action 1 standard action Perform che 1 standard action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level	Yes [harmless] ed N/A No touched, up to 10 cu. ft.	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14	SC: p.191
Effect: Undead and protects target; see text. Undead and protects targ	are in th 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to	action after they le 1 standard action 1 standard action Perform che 1 standard action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text.	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object	Yes [harmless] ed N/A	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth]	SC: p.191
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□ Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□ Stoneskin Effect:	20 20 20 Dur CH <i>A</i>	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level	Yes [harmless] ed N/A No touched, up to 10 cu. ft.	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14	SC: p.191
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□ Stoneskin	20 20 20 Dur CH <i>A</i>	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M	Yes [harmless] ed N/A No touched, up to 10 cu. ft.	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration	SC: p.191
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they all the composition of the composi	20 20 20 Dur CH <i>A</i>	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless)	action after they let 1 standard action 1 standard action 1 standard action 1 standard action Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF	Yes [harmless] ed N/A No No No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning)	SC: p.191 SC: p.208 PHB: p.285
□□□□Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□Summon Nature's Ally V	20 20 20 Dur CH <i>A</i>	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless)	action after they le 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF	Yes [harmless] ed N/A No No No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration Custer Level: 14 Conjuration Custer Level: 14 Conjuration	SC: p.191 SC: p.208 PHB: p.285
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Sirine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□ Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□ Summon Nature's Ally V	20 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless)	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D]	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creature more than 30 ft. apart Personal V,S,DF	Yes [harmless] ad N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they all t	20 20 20 20 20 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creature: more than 30 ft. apart Personal V,S,DF Target: You	Yes [harmless] ad N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217
☐☐☐☐ Radiance Effect: Undead are dazzled by illumination for the duration they a ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	20 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless)	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D]	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creature more than 30 ft. apart Personal V,S,DF	Yes [harmless] ad N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) o Caster Level: 14 Conjuration (Teleportation)	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Strine's Grace Effect: Gain 44 to Cha & Dex, deflection bonus to AC equal to you □□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□ Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□ Summon Nature's Ally V Effect: Calls creature to fight. □□□□□ Swamp Stride Effect: As tree stride, instead you use pools of water. □□□□□ The Lesser Seal Of Solomon Effect:	20 20 20 20	None ne area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creaturesmore than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched	Yes [harmless] ad N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217
□□□□□Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□□Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□Summon Nature's Ally V Effect: Calls creature to fight. □□□□□Swamp Stride Effect: As tree stride, instead you use pools of water. □□□□□The Lesser Seal Of Solomon	20 20 20 20 and taler or the d	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furation of the Seal.	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action one Standard Action s which are	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature: more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched	Yes [harmless] ad N/A No No No No No No No No No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Caster Level: 14 Conjuration) Caster Level: 14 Conjuration (Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□ Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□ Summon Nature's Ally V Effect: Calls creature to fight. □□□□□ Swamp Stride Effect: As tree stride, instead you use pools of water. □□□□□ The Lesser Seal Of Solomon Effect: The Lesser Seal Of Solomon stabilizes personal spells ar	20 20 20 20 and taler	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates ants. Any spells or talents	action after they let 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action one Standard Action s which are	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creaturesmore than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched	Yes [harmless] ad N/A No No No No No No No No No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they a □□□□ Rejuventation Cocoon Effect: Heals and protects target; see text. □□□□□ Strine's Grace Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to you □□□□ Stone Shape, Greater Effect: Sculpts stone into any shape. □□□□□ Stoneskin Effect: Ignore 10 points of damage per attack. □□□□□ Summon Nature's Ally V Effect: Calls creature to fight. □□□□□ Swamp Stride Effect: As tree stride, instead you use pools of water. □□□□□ The Lesser Seal Of Solomon Effect: The Lesser Seal Of Solomon stabilizes personal spells are cast on the target simultaneously, cannot be dispelled for	20 20 20 20 and taler or the d	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furation of the Seal.	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action Standard Action Standard Standard action Standard Standard Standard Action Standard Standard Standard Standard Action Standard Standard Standard Standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature: more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched	Yes [harmless] ed N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null
Effect: Undead are dazzled by illumination for the duration they are lifect: Heals and protects target; see text. Heals and protects target; see text. Gain 44 to Cha & Dex, deflection bonus to AC equal to you stone Shape, Greater Effect: Sculpts stone into any shape. Gain 64 to Cha & Dex, deflection bonus to AC equal to you stone Shape, Greater Effect: Sculpts stone into any shape. Gain 64 to Cha & Dex, deflection bonus to AC equal to you stone Shape, Greater Effect: Sculpts stone into any shape. Gain 64 to Cha & Dex, deflection bonus to AC equal to you sepond stone Effect: Calls creature to fight. Gain 75 to Champage per attack.	20 20 20 20 and taler or the d	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furation of the Seal.	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action s which are Standard Action Standard	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creaturer more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/DF	Yes [harmless] ed N/A No	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null
Effect: Undead are dazzled by illumination for the duration they are cast on the target simultaneously, cannot be dispelled for are cast on the target simultaneously, cannot be dispelled for arransmute Mud to Rock Effect: Transmute Rock to Mud Effect: Transmute Rock to Mud Effect: Transmute Rock to Mud Effect: Tundead are dazzled by illumination for the duration they are duration to the duration they are du	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None he area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates hts. Any spells or talent furnation of the Seal. See text	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action 2 standard Action Standard Action Standard Action Standard Action Action Standard Action Standard Action Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creature: more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/DF Target: Up to two 10 ft. cubes	Yes [harmless] ad N/A F No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No F No Plevel [S]	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they all contents of the duration of the duration they all contents of the duration they all contents of the duration they all contents of the duration of the dur	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None he area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates hts. Any spells or talent furnation of the Seal. See text	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action 2 standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent	Target: 60-ftradius emanation Touch V,S,M Target: Willing creature touch Personal V,S,M Target: You Touch V,S,M/DF Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S, DF Target: One or more creature more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/DF Target: Up to two 10 ft. cubes Medium (240 ft.) V,S,M/DF Target: Up to two 10 ft. cubes	Yes [harmless] ad N/A F No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No F No Plevel [S]	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Guntation) Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Caster Level: 14 Conjuration Caster Level: 14 Conjuration	SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null
☐☐☐☐ Radiance Effect: Undead are dazzled by illumination for the duration they a ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furration of the Seal. See text	action after they let 1 standard action 1 standard action 1 standard action Standard Action 1 round 1 standard action 1 round Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent Permanent; see text	Target: 60-ftradius emanation Touch V,S,M Target: Willing creature touch Personal V,S,M/Df Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Personal V,S,DF	Yes [harmless] ad N/A No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No No No No No No No No No N	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Conjuration (Teleportation) (Teleportation)	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null PHB: p.295
☐☐☐☐ Radiance Effect: Undead are dazzled by illumination for the duration they a ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	20 20 20 20 20 20 20 20 20 20 20	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furnation of the Seal. See text None	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent Permanent; see text 1 hour/level or until expended; see text	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M/Df Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Personal V,S,DF Target: Up to two 10 ft. cubes	Yes [harmless] ed N/A No No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No No No No No No No No No N	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Teleportation) Caster Level: 14	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null PHB: p.295 PHB: p.295
□□□□ Radiance Effect: Undead are dazzled by illumination for the duration they all contents of the duratio	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furration of the Seal. See text	action after they let 1 standard action 1 standard action 1 standard action Perform che 1 standard action Standard Action 1 round 1 standard action One Standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent Permanent; see text	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Up to two 10 ft. cubes Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Personal V,S,DF Target: Up to two 10 ft. cubes Personal V,S,DF Target: Up to two 10 ft. cubes	Yes [harmless] ed N/A No No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No No No No No No Yes [S] No Yes [harmless]	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation [Earth] Caster Level: 14 Conjuration (Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Conjuration (Healing)	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null PHB: p.295
☐☐☐☐ Radiance Effect: Undead are dazzled by illumination for the duration they a ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	20 20 20 20 20 20 20 20	None the area and 1d6 rounds Will negates [harmless] N/A A bonus, a +8 bonus to None Will negates (harmless) None N/A Will Negates this. Any spells or talent furcation of the Seal. See text None Will negates [harmless]	action after they let 1 standard action 1 standard action 1 standard action Standard Action 1 round 1 standard action 2 standard Action Standard Action Standard Action Standard Action Standard Action Standard Action 1 round 1 standard Action Standard Action Standard Action 1 standard Action Standard Action 1 standard Action	2 rounds 1 round/level cks, gain swim speed 60 ft; see text. Instantaneous 10 minutes/level or until discharged 1 round/level [D] 1 round/level One Full Day active when the Seal is invoked, or which Permanent Permanent; see text 1 hour/level or until expended; see text 10 rounds + 1 round/level [max 35]	Target: 60-ftradius emanatio Touch V,S,M Target: Willing creature touch Personal V,S,M/Df Target: You Touch V,S,M/Df Target: Stone or stone object + 10 cu. ft./level Touch V,S,M Target: Creature touched Close (60 ft.) V,S,DF Target: One or more creature more than 30 ft. apart Personal V,S,DF Target: You Touch S Target: Creature Touched h Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Medium (240 ft.) V,S,M/Df Target: Up to two 10 ft. cubes Personal V,S,DF Target: Up to two 10 ft. cubes	Yes [harmless] ed N/A No No touched, up to 10 cu. ft. Yes (harmless) No s, no two of which can be N/A No No No No No No Yes [S] No Yes [harmless]	Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Conjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Transmutation (Earth) Caster Level: 14 Transmutation (Earth) Caster Level: 14 Transmutation (Earth) Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration) Caster Level: 14 Conjuration (Caster Level: 14 Conjuration) Caster Level: 14 Conjuration	SC: p.191 SC: p.208 PHB: p.285 PHB: p.289 SC: p.217 EWB: null PHB: p.295 PHB: p.295

Standard Concentration + 1 round/level Action Medium (240 ft.) V,S,M/DF Yes Evocation [Fire] PHB: p.298 □□□□□Wall of Fire None Effect:
Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 14 a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high

Medium (240 ft.) V,S No Conjuration Standard 10 minutes/level [D] Action □□□□□Wall of Thorns Conjuration (Creation) Caster Level: 14 PHB: p.300 None Target: Wall of thorny brush, up to one 10-ft. cube/level [S]
Close (60 ft.) V,S Yes [harmless Effect:
Thorns damage anyone who tries to pass.

Wind Tunnel Fortitude negates [harmless] 1 standard 1 round/level action Effect:
Doubles range and grants +5 competence bonus to ranged attacks.

Target: One creature/level

Yes [harmless]

Evocation

Caster Level: 14

SC: p.239

LEVEL 6

				LEVEL 6					
Name	DC	Saving Throw	-	Duration	Range	Comp.	Spell Resistance	School	Source
Anger of the Noonday Sun	21	text	action	Instantaneous	Target: All sighted of	V,S reatures wi	Yes thin a 20-ftradius burs		SC: p.11
Causes blindness to all within range, undead take 1d6/pe Animate Snow	er 2 leve	l [max 10d6]; see text None	1 standard	1 round/level	centered on you Medium (240 ft.)	V,S	No	Transmutation	SC: p.12
Effect: Create animated objects of snow; see text.			action		Target: Cube of sno		ft on a side	[Cold] Caster Level: 14	
Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.199
Effect:					Target: 10-ftradius	emanation	, centered on you	Caster Level: 14	
10-ft. field hedges out living creatures. Aspect of the Earth Hunter	21	N/A	1 standard	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: p.16
Effect: You assume the physical appearance and many of the qu	ualities	of a bulutte.	action		Target: You			Caster Level: 14	
□□□□ Bear's Endurance, Mass	21	Will negates		1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.203
Effect: As bear's endurance, affects 1 subject/level.		(harmless)	Action		Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more	Caster Level: 14	
□□□□□ Bite of the Werebear Effect:	21	N/A	1 standard action	1 round/level	Personal Target: You	V,S,M	N/A	Transmutation Caster Level: 14	SC: p.28
Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor					-				
Blood Sirocco	21	Fortitude negates; see text	1 standard action	1 round/level		V,S ed emanatio	Yes n centered on you or	Evocation Caster Level: 14	SC: p.33
Blood sirocco blows out from your location with the force				4	on a point in space		•		DUD II 404
Bones of the Earth	21	Reflex negates	action	1 round/2 level [D]	60 ft. Target: One 5-ftdia	V,S,DF ameter pillar	No of stone per round	Conjuration (Creation) [Earth] Caster Level: 14	PHB II: p.104
Creates pillar each round. See text. Bull's Strength, Mass	21	Will negates	Standard	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect:		(harmless)	Action		Target: 1 creature/le		of which can be more		
As bull's strength, affects one subject/ level. Cat's Grace, Mass	21	Will negates	Standard	1 minute/level	than 30 ft. apart Close (60 ft.)	V,S,M	Yes	Transmutation	PHB: p.208
Effect:		(harmless)	Action		Target: 1 creature/le		of which can be more		
As cat's grace, affects 1 subject/level. Chasing Perfection	21	Will negates		1 minute/level	than 30 ft. apart Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.106
Effect: Subject improves in all ways, +4 enhancement bonus to	all ahilit	(harmless)	action		Target: Creature tou			Caster Level: 14	
Cometfall	21	Reflex half		Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration	SC: p.50
Effect:			action	Late Define	Target: 400-pound b	oall of rock a	and ice	(Creation) Caster Level: 14	
Comet falls to the ground dealing 1d6/level [max 15d6] to Cure Light Wounds, Mass	everyt 21	Will half (harmless) or Will half; see text			, ,	V,S	Yes (harmless) or Yes see text	(Healing)	PHB: p.216
Effect: Cures 1d8 +1/level [max +25] damage for many creature:	s.				Target: 1 creature/le than 30 ft. apart	evel, no two	of which can be more	Caster Level: 14	
Dinosaur Stampede	21	Reflex half	1 standard action	1 round/level [D]	Medium (240 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.64
Effect: Creatures in the area take 1d12 +1 per caster level [max	+20].	N	0	Last de la companya d	Target: 20-ftradius		N.	Caster Level: 14	DUD . 000
Dispel Magic, Greater		None	Action	Instantaneous	Medium (240 ft.) Target: One spellca	V,S	No	Abjuration Caster Level: 14	PHB: p.223
As dispel magic, but +20 on check.					20-ftradius burst				F1115 11
Drawing Down The Light	21	Will Negates	One Minute	Instantaneous	60 Feet		No	Conjuration	EWB: null
Effect: Drawing Down The Light infuses the target creature v [although it can be renewed] the caster - who must be a determine the number of hours the effect lasts [an averag appropriate number of positive levels, although this will buff	ble to o	channel positive energy ay be assumed if desir	 makes a ed]. If the re 	normal turning damage [intensity] roll t ecipient is level-drained it will remove th	0	re		Caster Level: 14	
Drown	21			Instantaneous	, ,	V,S	Yes	Conjuration (Creation) [Water]	SC: p.74
Effect: Subject immediately falls unconcious, drops to 0 HP, nex	t round	, ,	1 01	24 hours	Target: One living c		Von [horseless]	Caster Level: 14	20: 200
Effect:		None	1 standard action	Z4 HOURS	Touch Target: Creature tou	V,S iched	Yes [harmless]	Abjuration Caster Level: 14	SC: p.80
Become immune to one energy type. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	21	Reflex negates	1 standard	1 round/level [D]	-	V,S,M	Yes	Evocation [Force]	SC: p.83
Effect:	•		action		Target: Cocoon of fo			Caster Level: 14	1 **
Cocoon holds creature unless it breaks free; see text.	21	Fortitude half	1 standard	Instantaneous	creature Close (60 ft.)	V,S	Yes	Transmutation	SC: p.86
Effect:			action		Target: One living c			[Water] Caster Level: 14	55. p.66
Creature takes 1d6/caster level [max 20d6], if slain you g	et a wa 21	None or Will negates			Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
Effect: Shows most direct way to a location.		(harmless)			Target: You or creat	ture touche	i	Caster Level: 14	
Fire Seeds	21	None or Reflex half; see text	Standard Action	10 minutes/level or until used	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: p.230
Effect:		see text	ACTION		Target: Up to four to	uched acor	ns or up to eight	Caster Level: 14	
Acorns and berries become grenades and bombs. □□□□□□Fires of Purity	21	See text	1 standard	1 round/level	touched holly berrie Touch	s V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: p.94
Effect: Deal an extra 1 pt/caster level [max 15 pts] of fire damage	e to an	you attack or attack yo			Target: Creature tou	ıched		Caster Level: 14	
□□□□ Freeze	21	Reflex partial; see text		1 round/2 levels		V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: p.99
Effect: Ranged touch attack deals 2d6 cold damage; see text		None	10 minutes	24 hours [D]	Target: Ray Anywhere in the	V,S,F	No	Caster Level: 14 Abjuration	SC: p.114
Hide the Path		INVIIC	ro minutes	27 nouis [D]	area to be warded Target: Up to 200 so			Caster Level: 14	00. p. 114
Protects area against divinations; see text				* =Domain/Speciality Spell	. 3.95 op 10 200 st			2200, 2010, 14	

Marie					Druid Spells					
Companies agent parties and points for control (Price 1998) 28 18 19 19 19 19 19 19 1		21	Reflex negates		1 round/level [D]				(Creation)	SC: p.117
Contact and an acces to disclarate level max 15 No Note max 15 No Note max 15 No Note max 15 No Note max 15 Note m		rushing	ı, 1d8 acid			Target: One mediur	n or smalle	creature	Caster Level: 14	
Capability Cap	Ice Flowers	21	Reflex half		Instantaneous	Long (960 ft.)	V,S	No		SC: p.119
		15d6].	No affect in desert or so	lid stone.		Target: 20-ftradius	burst		Caster Level: 14	
Major Continued as a size of continued as a few and and an an antique and and antique and and antique and and antique anti		·		1 minute/lb.	1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: p.246
						Target: An ironwood	d object wei	ghing up to 5 lbs/level	Caster Level: 14	
Column C	Liveoak		None	10 minutes	1 day/level [D]			No		PHB: p.248
Record R						Target: Tree touche	ed		Caster Level: 14	
Section of subtraces target Section Industrian Section Section Industrian Section	□□□□ Miasma	21			3 rounds/level	Close (60 ft.)	V,S,DF	Yes	Evocation	SC: p.141
						Target: One living of	reature		Caster Level: 14	
Page Control			None	See text	Instantaneous	Long (960 ft.)	V,S,M	No		PHB: p.257
Marriage							ea up to 75	0 ft. square and up to		
A contain windows, effects one subject level A contain windows, effects		21			1 minute/level		V,S,M/DF	Yes	Transmutation	PHB: p.259
Phantasmal Disorientation			(narmiess)	Action			evel, no two	of which can be more	Caster Level: 14	
Part		21	Will negates; see text	1 standard	1 minute/level [D]		V,S	Yes	Illusion	SC: p.155
Part	Effect:			action		Target: One living of	reature		[Mind-Affecting]	
Part		ext	None	Standard	1 minute/level [D]	60 ft.	V,S	No	Transmutation	PHB: p.271
Spellstaff Spe	Effect:			Action		Target: 60 ft. line-sh	naped emar	nation from you	Caster Level: 14	
Fine Part		21			24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
Target		honuo		dottori		Target: Creature to	uched		Caster Level: 14	
Sibrose hold 21 See text action and seed in wooden quarterstart. File Conjuncts story arms that grapple anything that comes within range. Conjunction Scr. p.209 Scrience Scrience				10 minutes	Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: p.283
Section February						Target: Wooden qu	arterstaff to	uched	Caster Level: 14	
Conjuges story arms that grapple anything that comes within range Section Store Tell	Stonehold	21	See text		24 hours/level	Medium (240 ft.)	V,S	Yes [object]		SC: p.209
PHB: p.284 PHB	Effect: Conjures stony arms that grapple anything that comes wi	ithin rar	nge.			Target: One 10-ft. s	quare/level		Caster Level: 14	
Talk to natural or worked stone. Close (60 ft.) V.S.DF No Conjuration (Summoning) Sec Ext. Caster Level: 14 Consentration, up to 1 round/level 1 Close (60 ft.) V.S.DF No Conjuration (Summoning) Sec Ext. Caster Level: 14 Caste				10 minutes	1 minute/level	Personal	V,S, DF	No	Divination	PHB: p.284
Concentration, up to 1 round evel + 1 round Concentration, up to 1 round evel + 1 round Reversion of the control of the co						Target: You			Caster Level: 14	
Summon Nature's Ally VI None 1 round 1 round/level [D] Close (60 ft.) None 1 round/level [D] Close (60 ft.) None 1 standard 1 round/level action Target: One or more creatures, no two of which can be Caster Level: 14 Medium (240 ft.) Target: One or more creatures, no two of which can be Caster Level: 14 Medium (240 ft.) Target: One or more creatures, no two of which can be Caster Level: 14 Reflex to two close of the control of the same kind. Target: One or more creatures, no two of which can be Caster Level: 14 Reflex to two close of the control of the same kind. Target: One or more creatures, no two of which can be Caster Level: 14 Reflex to two close of the control of the same kind. Reflex to the control of the same kind. See text None 1 standard 10 minutes/level action Social 1 to und Action None Standard 1 round/level [max 40] action Target: One or more creatures, no two of which can be Caster Level: 14 Reflex to two close (Fortiude) or take 148 sonic damage. Affected creatures must save [Reflex] or be knocked prone. Target: 20-Htradius spread Reflex to two creatures in a 20-Htradius control of the same kind. Target: One creature or all creatures in a 20-Htradius control of the same kind. Target: One creature to all creatures in a 20-Htradius control of the same kind. Target: Living creature: Target: Livin			None	1 round		Close (60 ft.)	V,S,DF	No	(Summoning) [see	
Effect: Creates a sune wall that can be shaped. Caster Level: 14						Target: One summo	oned eleme	ntal	Caster Level: 14	
Effect: Target: One or more than 30ft. apart Calls creature to fight. Calls creature that stards its turn in the area must save [Fortitude] or take 1d8 sonic darget. Affected creatures must save [Reflex] or be knocked prone. Effect: Target: 20-ftradius spread Ary creature that stards its turn in the area must save [Fortitude] or take 1d8 sonic darget. Affected creatures must save [Reflex] or be knocked prone. Effect: Target: One creature or all creatures in a 20-ftradius spread Creates a huge wave of water; see text. In a standard 10 minutes/level action Target: One creature or all creatures in a 20-ftradius spread Creates a huge wave of water; see text. In a standard 10 minutes/level action Target: One creature or all creatures in a 20-ftradius spread Creates a huge wave of water; see text. Target: One creature or all creatures in a 20-ftradius spread Creatures in a 20-ftradius spread Caster Level: 14 Science: Target: One or eature or all creatures in a 20-ftradius spread Creatures in a 20-ftradius spread Caster Level: 14 Target: Living creature touched Caster Level: 14 Move instantly from one plant to another of the same kind: In a standard 1 round Action Target: One creature 2 levels, no two of which can be Caster Level: 14 Target: One creature/2 levels, no two of which can be Caster Level: 14 Conjuration (Creation) [Earth] Caster Level: 14 Conjuration (Creation) [Earth] Target: Stone wall whose area is up to one 5-ft. Caster Level: 14 Conjuration (Creation) [Earth] Caster Level: 14 Caster Level: 14 Caster Level: 14 Conjuration (Creation) [Earth] Caster Level: 14 Caster Level: 14 Conjuration (Creation) [Earth] Caster Level: 14 Caster Level: 14 Conjura	□□□□□ Summon Nature's Ally VI		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No		PHB: p.289
Caster Level: 14 See text 1 standard round/level action PHB II: p.126								no two of which can be		
Effect: Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone. I standard Instantaneous action Effect: Creates a huge wave of water; see text. I standard 10 minutes/level action None 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 1 nound Action 1 standard 1 nound Action 1 standard 1 nound Action Target: One creature or all creatures in a 20-ftradius caster Level: 14 burst Caster Level: 14 Caster Level		21	See text		1 round/level			Yes	Evocation	PHB II: p.126
## Reflex half action Creates a huge wave of water; see text. Signature Same as mass lesser vigor except it grants all targets fast healing ability for more plant to another of the same kind. Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. Standard Instantaneous Action Standard Instantaneous Standard Instantaneous Standard Standard	Any creature that starts its turn in the area must save	[Fortitue	de] or take 1d8 sonic d		ected creatures must save [Reflex] or b		spread		Caster Level: 14	
Effect: Creates a huge wave of water; see text. None 1 standard 10 minutes/level action Target: One creature or all creatures in a 20-ftradius burst Touch V.S.DF Yes [harmless] Transmutation SC: p.221 Target: Living creature touched Target: No Conjuration (Teleportation) Caster Level: 14 Will negates (Iharmless) Iharmless] Inarmless] Target: One creature/2 levels, no two of which can be Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Cone creature/2 levels, no two of which can be Caster Level: 14 Target: Stone wall whose area is up to one 5-ft. Squaren/level [S]		21	Reflex half		Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Water]	SC: p.220
## Display of the property of	Effect:			action			e or all crea	atures in a 20-ftradius	Caster Level: 14	
Effect:	-		None	1 standard	10 minutes/level		V,S,DF	Yes [harmless]	Transmutation	SC: p.221
Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9]. Capturation C										•
Action Target: You and touched objects or other touched willing creatures Will negates [harmless] action Target: You and touched objects or other touched willing creatures Will negates [harmless] action Target: You and touched objects or other touched willing creatures Will negates [harmless] action Target: One creature/2 levels, no two of which can be Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. Wall of Stone 21 See text Standard Instantaneous Action Action Target: You and touched objects or other touched willing creatures Conjuration (Healing) Target: One creature/2 levels, no two of which can be Caster Level: 14 Medium (240 ft.) V,S,M/DF No Conjuration (Creation) [Earth] Fifect: Target: Stone wall whose area is up to one 5-ft. square/level [S]	Grants +6 enhancement bonus to subject's existing nature	ral armo								PHR: n 295
## Creates a stone wall that can be shaped. ## Simple of the creating of the	Effect:	d				Target: You and tou			(Teleportation)	
Effect: Target: One creature/2 levels, no two of which can be Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. Target: Stone wall whose area is up to one 5-ft. Caster Level: 14 Target: Stone wall whose area is up to one 5-ft. Square/level [S] Target: Stone wall whose area is up to one 5-ft. Square/level [S]					10 rounds + 1 round/level [max 40]		V,S	Yes [harmless]	Conjuration	SC: p.229
Creates a stone wall that can be shaped. See text Standard Action Instantaneous Medium (240 ft.) V,S,M/DF No Conjuration PHB: p.299 Creation [Earth] Creates a stone wall whose area is up to one 5-ft. Caster Level: 14 Caster Level: 15 Caster Level: 1					and the second selection of th			no two of which can be		
Action (Creation) [Earth] Effect: Target: Stone wall whose area is up to one 5-ft. Caster Level: 14 Creates a stone wall that can be shaped. square/level [S]				Standard				No		PHB: p.299
Creates a stone wall that can be shaped. square/level [S]	Effect:			Action			vhose area	is up to one 5-ft.		
* - Domain/C	Creates a stone wall that can be shaped.				* =Domain/Speciality Spell					

^{* =}Domain/Speciality Spell

Laelia 'Katlyn' Kavanagh

Outride Lii
RACE
132
AGE
Female
GENDER
Darkvision (60 ft.), Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 0"
HEIGHT
101 lbs.
WEIGHT
Hazel
EYE COLOUR
Dark tones
SKIN COLOUR
Brunette,
HAIR
PHOBIAS
1
PERSONALITY TRAITS
HERROTO
INTERESTS
SPOKEN STYLE
SPUKEN STYLE
RESIDENCE
REGISTOC
LOCATION
None
REGION

Description: Biography:

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

; Mindspeech [+3 to buy full ability]

Notes:		
Character Sheet Notes:		