

EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Quarterstaff	Carried	1	4.0	0.0
Teryn's Bracers	Equipped	1	0.0	0.0
Grants Cloaking and Guises Abilities				
Teryn's Cape	Equipped	1	0.0	0.0
Teryn's Eye Agate Circlet	Equipped	1	0.0	0.0
Grants Mindspeech and Mindlink to Animal Companions only.				
Teryn's Ring of the Skilled Tracker	Equipped	1	0.0	0.0
+5 to all tracking related checks				
Teryn's Walking Stick	Equipped	1	0.0	0.0
May deal non-lethal damage at will, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
TOTAL WEIGHT CARRIED/V	ALUE		4 lbs.	0.0 gp

	/	<b>WEIGHT ALLO</b>	WANC	E	
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

#### SPECIAL ATTACKS

Martial Arts (15x)

[Eclipse, p.53]

(3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP., [Damage 2d10]

Warcraft [Eclipse, p.10] +11 BAB

SPECIAL QUALITIES	
Weapon Prof ~ All Simple and Martial Weapons	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Elven Blood For all effects related to race, a half-elf is considered an elf.	[PHB, p.18]

	FEATS	
	Feat Conversion to CP ~ 6 (9x)	[Eclipse, p.9]
١	Covert regular feat to six Character Points	

#### **PROFICIENCIES**

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, 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, Druidic, Druidic, Elven, Sylvan, Treant

#### **TEMPLATES**

Animal Cor	mpanion:	Talnor	(Compai	nion (Ha	wk))
HP:	73	AC:	31	INIT:	+9
FORT:	+12	REF:	+17	WILL:	+9
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

Animal Co	ompanior	ո։ Fang (	(Compar	nion (Wo	olf))
HP:	102	AC:	28	INIT:	+4
FORT:	+16	REF:	+19	WILL:	+10
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

#### Recurring Bonuses

Duties [Eclipse, p.17]

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties

Fast Learner [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

#### Restrictions (Armor restrictions (Druid), Weapon [Eclipse, p.17] restrictions (Druid))

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

#### **DISADVANTAGES**

History [Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all

Valuable [Eclipse, p.20]

You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable

[Eclipse, p.20]

While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.

#### **Eclipse Abilities**

save without penalty against surprises.

Awareness [Eclipse, p.25] (6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and

Companion [Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

**Great Form** [Eclipse, p.27]

(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.

Might [Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect. Additional

[Eclipse, p.27]

(+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.

Deep Sleep [Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

Improved Initiave (9x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. Shapeshift [Eclipse, 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.

Dire [Eclipse, p.43] (+3 CP) allows Dire animals.

Enchanted [Eclipse, p.43]

(+6 CP per form type) allows the user to use a form's extraordinary and supernatural abilities, but not its spell-like or spellcasting abilities.

Hybrid [Eclipse, p.43] (+6 CP) allows a shapeshifter to make a partial change,

mixing animal characteristics with their natural form. In general, this means that they can continue to use weapons, items, and sometimes armor, while in "animal" form but must spend another +6 CP to be able to speak clearly.

Natural Magic [Eclipse, 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.

Skill Emphasis (Perception, Survival, Spellcraft, [Eclipse, p.44] Gather Information)

This grants a +2 bonus on any single skill.

Mastery (Gather Information, Perception, Spellcraft, Survival) [Eclipse, p.44]

+1 to existing choices

Mastery x2 (Gather Information, Survival, Spellcraft, [Eclipse, p.44] Perception)

additional +1 to existing choices

Skill Focus +3 (Gather Information, Perception, [Eclipse, p.44] Spellcraft, Survival)

+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.

Specialist (Grapple, Trip)

[Eclipse, p.54] (3 CP). Specialist grants a +4 bonus on any one of the following checks: Grapple, Trip, Sunder, Disarm, Strength-based Overrun checks, or another specialty attack the GM allows

Specialized for half cost (Traceless, Awareness) [Eclipse, p.22] Traceless (Travel) [Eclipse, p.47]

(6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces) Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.

Track (Interdimensional, Urban, Wilderness) [Eclipse, p.47]

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

#### Style (Scent, Magical Traces)

[Eclipse, p.47]

(+6 CP) grants another method of tracking. A tracker might purchase Style: Scent, for example, and trace the enemy by smell. Another character might purchase Magical Traces, and could attempt to track by observing residual spell energies. Either way, this counters -10 points' worth of penalties on the DC for the tracking check. It grants no inherent ability to use the selected sense, only the ability to track with it.

#### Animal Companion [Eclipse, p.27]

You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.

Cloaking [Eclipse, p.2]

(6 CP). A character with Cloaking has an always-on disguise over his or her mystical and/or psychic aura, although this has no effect on normal senses. You must specify what the effect is. Cloaking is often used to make one look like a honest fellow to fool truth-detection, to alter your apparent alignment, or to disguise yourself as a member of a similar species.

#### Guises [Eclipse, p.33]

(3 CP). Guises allows a character to create an alternate identity, complete with whatever documents, references, legal history, or acquaintances might be necessary. This identity must be of the character's species (and often ethnicity) but may have a different public face or personality. Creating such an identity takes a minimum of several weeks.

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	6	6	6	5	4	3	2	1	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Create Water		None	1 standard action	Instantaneous	Close (100 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gall	ons/level of	water	Caster Level: 30	
Cure Minor Wounds	18	Will half (harmless);		Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	action		Target: Creature to	uched	text	(Healing) Caster Level: 30	
Cures 1 point of damage.					-				
Dawn	18	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
Effect:					Target: All creature	s within a 15	5-ftradius burst	Caster Level: 30	
Awakens sleeping creatures and those knocked out from Detect Magic	nonietn	None		d Concentration, up to 1 minutes/level [D	centered on you  ] 60 ft.	V,S	No	Divination	PHB: p.219
· ·			action	•	•			0	·
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape	ed emanatio	n	Caster Level: 30	
Detect Poison		None	1 standard action	Instantaneous	Close (100 ft.)	V,S	No	Divination	PHB: p.219
Effect:			action		Target: One creatur	re, one obje	ct, or a 5-ft. cube	Caster Level: 30	
Detects poison in one creature or small object.	18	Fortitude negates	1 standard	d Instantaneous	Close (100 ft.)	٧	Yes	Evocation [Light]	PHB: p.232
Flare	10	Torridae negates	action	a motantaneous	` ′		103		111b. p.252
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of ligh	nt		Caster Level: 30	
□□□□ Guidance	18	Will negates		1 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 30	
+1 on one attack roll, saving throw, or skill check.		Maria	4				N.		DUD . 040
ADDD Know Direction		None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
Effect:					Target: You			Caster Level: 30	
You discern north.		None	1 standard	d 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<u> </u>			action						·
Effect: Object shines like a torch.					Target: Object touc	nea		Caster Level: 30	
⊒□□□ Mending	18	Will negates		I Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
Effect:		(harmless, object)	action		Target: One object	of up to 1 lb		Caster Level: 30	
Makes minor repairs on an object.		None	1 etandare	d 10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
⊒□□□ Naturewatch		None	action	1 To minutes/level	30 It.	3	NO	Necromancy	3C. p. 146
Effect: Same as deathwatch but only functions on plants and an	imals: s	ee text			Target: Cone-shape	ed emanatio	n	Caster Level: 30	
Purify Food and Drink	18	Will negates (object)		Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			action		Target: 1 cu. ft./leve	el. of contan	ninated food and water	Caster Level: 30	
Purifies 1 cu. ft./level of food or water.									
□□□□ Read Magic		None	1 standard action	d 10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
Effect:					Target: You			Caster Level: 30	
Read scrolls and spellbooks.	18	Will negates	1 standard	1 1 minute	Touch	V.S.M/DF	Yes (harmless)	Abjuration	PHB: p.272
		(harmless)	action				, , ,		
Effect: Subject gains +1 on saving throws.					Target: Creature to	uched		Caster Level: 30	
□□□□ Virtue	18	Fortitude negates	1 standard	1 1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 30	
Subject gains 1 temporary hp.									
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Danna	Comp.	Spell Resistance	School	
□□□□ Animate Fire					Range		NI=		Source
Effect:		None	1 round	Concentration, up to 1 round/level [D]	Close (100 ft.)	V,S,M	No	Transmutation	Source SC: p.12
Ellect.		None	1 round	Concentration, up to 1 round/level [D]	Close (100 ft.)		NO		
Create a small fire elemental.					Close (100 ft.)  Target: One Small f	fire		Transmutation [Fire] Caster Level: 30	SC: p.12
		None	1 round 1 round	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]	Close (100 ft.)		No	Transmutation [Fire] Caster Level: 30	
Create a small fire elemental.  Animate Water  Effect:					Close (100 ft.)  Target: One Small f	fire V,S,M	No	Transmutation [Fire] Caster Level: 30 Transmutation	SC: p.12
Create a small fire elemental.					Close (100 ft.)  Target: One Small ft  Close (100 ft.)	fire V,S,M	No	Transmutation [Fire] Caster Level: 30 Transmutation [Water]	SC: p.12
Create a small fire elemental.  Create a small water Effect:  Animate Water  Create a small water elemental.  Animate Wood  Effect:		None	1 round	Concentration, up to 1 round/level [D]	Close (100 ft.)  Target: One Small f  Close (100 ft.)  Target: Cube of war	fire V,S,M ter up to 5 fl V,S,M	No on a side	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30	SC: p.12 SC: p.13
Create a small fire elemental.  Create a small water elemental.  Animate Wood  Effect: Create a small water elemental.  Animate Wood  Effect: Animates a wooden object to attack who you designate.	10	None	1 round	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]	Close (100 ft.)  Target: One Small f  Close (100 ft.)  Target: Cube of wal  Touch  Target: One Small of	V,S,M ter up to 5 ft V,S,M or smaller w	No on a side No ooden object	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30	SC: p.13 SC: p.13
Create a small fire elemental.  Create a small water elemental.  Create a small water elemental.  Create a small water elemental.  Animate Wood  Effect:  Animates a wooden object to attack who you designate.	19	None	1 round	Concentration, up to 1 round/level [D]	Close (100 ft.)  Target: One Small f Close (100 ft.)  Target: Cube of wal  Touch  Target: One Small of  Personal	fire V,S,M ter up to 5 fl V,S,M	No on a side No ooden object	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.12 SC: p.13
Create a small fire elemental.		None None	1 round 1 round 1 standard	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]	Close (100 ft.)  Target: One Small f  Close (100 ft.)  Target: Cube of wal  Touch  Target: One Small of	V,S,M ter up to 5 ft V,S,M or smaller w	No on a side No ooden object	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30	SC: p.13 SC: p.13
Create a small fire elemental.  Create a small water elemental.  Create a small water elemental.  Create a small water elemental.  Animate Wood  Effect:  Animates a wooden object to attack who you designate.	ualities o	None None	1 round 1 round 1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]	Close (100 ft.)  Target: One Small f Close (100 ft.)  Target: Cube of wal  Touch  Target: One Small of  Personal	V,S,M ter up to 5 ft V,S,M or smaller w	No on a side No ooden object	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.13 SC: p.13
Create a small fire elemental.  Animate Water  Effect: Create a small water elemental.  Animate Wood  Effect: Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.	ualities o	None  None  N/A  of a wolf.	1 round 1 round 1 standard	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level	Close (100 ft.)  Target: One Small f Close (100 ft.)  Target: Cube of wait Touch Target: One Small of Personal  Target: You Personal	ter up to 5 ft V,S,M  V,S,M  or smaller w V,S,M/DF	No on a side No ooden object N/A	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.13 SC: p.13 SC: p.13 SC: p.16
Create a small fire elemental.  Greate a small water elemental.  Animates wooden object to attack who you designate.  Greate a small fire elemental.  Greate a small fire elemental.  Greate a small fire elemental.	ualities o	None  N/A  N/A  of a wolf.  N/A  st flames; see text.	1 round 1 round 1 standard action 1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You	V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S	No on a side No ooden object N/A	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Caster Level: 30	SC: p.13 SC: p.13 SC: p.16 SC: p.18
Create a small fire elemental.  Grant Animate Water  Effect: Create a small water elemental.  Grant Animate Wood  Effect: Animates a wooden object to attack who you designate.  Animates a wooden object to the Wolf  Effect: You assume the physical appearance and many of the quality of the physical appearance and many of the quality of the physical appearance and many of the quality of the quali	ualities o	None  N/A  N/A  of a wolf.  N/A	1 round 1 round 1 standard action 1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level	Close (100 ft.)  Target: One Small f Close (100 ft.)  Target: Cube of wait Touch Target: One Small of Personal  Target: You Personal	V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S	No on a side No ooden object N/A	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration	SC: p.13 SC: p.13 SC: p.13 SC: p.16
Create a small fire elemental.	ualities o 19 inguishe 19	None  N/A  of a wolf.  N/A  st flames; see text.  Fortitude negates [harmless]	1 round 1 round 1 standard action 1 standard action 1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level  d 1 minute/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You	v,s,M ter up to 5 ft v,s,M or smaller w v,s,M/DF v,s,M/DF	No on a side No ooden object N/A	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Caster Level: 30	SC: p.13 SC: p.13 SC: p.16 SC: p.18
Create a small fire elemental.  Animate Water  Effect: Create a small water elemental.  Animate Wood  Effect: Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who yo	ualities of 19 inguisher 19 eature hi	None  N/A  of a wolf.  N/A  st flames; see text.  Fortitude negates [harmless]	1 round  1 round  1 standard action  1 standard action  1 standard action  strikes, a tr  1 Standard	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level  d 1 minute/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch	v,s,M ter up to 5 ft v,s,M or smaller w v,s,M/DF v,s,M/DF	No on a side No ooden object N/A	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation	SC: p.13 SC: p.13 SC: p.16 SC: p.18
Create a small fire elemental.  Animate Water  Effect: Create a small water elemental.  Animate Wood  Effect: Animates a wooden object to attack who you designate.  Animates a	ualities of 19 inguisher 19 eature hi	None  N/A  of a wolf.  N/A  is flames; see text.  Fortitude negates [harmless]  iitting you with unarmed	1 round 1 round 1 standard action 1 standard action 1 standard action strikes, a te	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  ouch attack or natural weapon.	Close (100 ft.) Target: One Small ft Close (100 ft.) Target: Cube of wait Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature tot Personal	tire V,S,M ter up to 5 ff V,S,M or smaller w V,S,M/DF V,S	No on a side No ooden object N/A N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30	SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.18
Create a small fire elemental.  Animate Water  Effect: Create a small water elemental.  Animate Wood  Effect: Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  The wooden object to attack who yo	ualities of 19 inguisher 19 eature hi	None  N/A  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  itting you with unarmed	1 round  1 round  1 standard action  1 standard action  1 standard action  strikes, a tr  1 Standard	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  ouch attack or natural weapon.	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature to	tire V,S,M ter up to 5 ff V,S,M or smaller w V,S,M/DF V,S	No on a side No ooden object N/A N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.18
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi	None  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  itting you with unarmed N/A  0. See text.  Fortitude negates	1 round  1 round  1 standard action  1 standard action  1 standard action  strikes, a tr. 1 Standard Action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  ouch attack or natural weapon.	Close (100 ft.) Target: One Small ft Close (100 ft.) Target: Cube of wait Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature tot Personal	tire V,S,M ter up to 5 ff V,S,M or smaller w V,S,M/DF V,S	No on a side No ooden object N/A N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Evocation	SC: p.13 SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20	None  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  itting you with unarmed N/A  0. See text.  Fortitude negates [harmless]	1 round  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level  d 1 minute/level  ouch attack or natural weapon.  d 1 hour/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You Touch Target: Creature tot Personal  Target: You	v,s,M ter up to 5 ft v,s,M or smaller w v,s,M/DF v,s,M/DF v,s,M/DF v,s,M/DF	No on a side No ooden object N/A N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22
Create a small fire elemental.  Greate a small water elemental.  Animates wooden object to attack who you designate.  Animates a wooden object to attack who you designate.  Fifect:  You assume the physical appearance and many of the quadratic process of the Wolf  Effect:  Protects against first 10 points of fire damage, it also exting the state of the wooden of the protects against first 10 points of fire damage, it also exting the state of the wooden of the protects against first 10 points of fire damage to any ore state of the wooden object to all the process of the wooden object to attack who you designate.  Greate a small water elemental.  Greate a small water elemental.  Greate a small water elemental.  The wooden are a small water elemental.  Greate a small tree elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20	None  N/A  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  N/A  2. See text.  Fortitude negates [harmless]	1 round  1 standard action  1 standard action  1 standard action  Strikes, a tr  1 Standard Action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You Touch Target: Creature tot Personal  Target: You Touch Target: You	ire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S V,S,M/DF V,S V,S,M/DF uched V,S,M	No on a side No ooden object N/A N/A Yes [harmless]  N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Evocation [Electricity] Caster Level: 30	SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20	None  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  itting you with unarmed N/A  0. See text.  Fortitude negates [harmless]	1 round  1 standard action  1 standard action  1 standard action  Strikes, a tr  1 Standard Action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  d 10 minutes/level  d 1 minute/level  ouch attack or natural weapon.  d 1 hour/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You Touch  Target: Creature tot Personal  Target: You Touch Target: You Touch	v,s,M ter up to 5 ft v,s,M or smaller w v,s,M/DF v,s,M/DF v,s,M/DF v,s,M/DF	No on a side No ooden object N/A N/A Yes [harmless]  N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20	None  N/A  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  N/A  2. See text.  Fortitude negates [harmless]	1 round  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You Touch Target: Creature tot Personal  Target: You Touch Target: You	tire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S V,S,M/DF V,S,M/DF uched V,S,M V,S,M,XP	No on a side No ooden object N/A N/A Yes [harmless]  N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Coster Level: 30 Evocation [Electricity] Caster Level: 30 Conjuration	SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20	None  N/A  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  N/A  2. See text.  Fortitude negates [harmless]	1 round  1 standard action  1 standard action  1 standard action  Strikes, a to 1 Standard Action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 round/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small of Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal Target: You Personal Target: You Touch Target: Creature too Personal Target: You Touch Target: Creature too Touch Target: Creature too Touch	tire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S V,S,M/DF V,S,M/DF uched V,S,M V,S,M,XP	No on a side No ooden object N/A N/A Yes [harmless]  N/A Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Coster Level: 30 Evocation [Electricity] Caster Level: 30 Conjuration (Croation)	SC: p.13 SC: p.13 SC: p.16 SC: p.18 SC: p.22 SC: p.25
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20 19	None  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  titting you with unarmed N/A  2. See text.  Fortitude negates [harmless]  ment to Str.  None	1 round  1 standard action  1 standard action  1 standard action  Strikes, a to 1 Standard Action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 minute/level  1 minute/level  1 minute/level  1 minute/level	Close (100 ft.)  Target: One Small of Close (100 ft.)  Target: Cube of war Touch  Target: One Small of Personal  Target: You  Personal  Target: You  Touch  Target: Creature touth  Target: Creature touth  Target: Creature touth  Target: Tiny Constr	tire V,S,M ter up to 5 fi V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF uched V,S,M,XP uched V,S,M,XP	No on a side No coden object N/A  N/A  Yes [harmless]  N/A  Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Coster Level: 30 Conjuration (Creation) Caster Level: 30 Conjuration (Creation) Caster Level: 30 Transmutation	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25  SC: p.25  SC: p.26
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20 19 enhancer	None  N/A  N/A  of a wolf.  N/A  is flames; see text.  Fortitude negates [harmless]  ititing you with unarmed N/A  D. See text.  Fortitude negates [harmless]  ment to Str.  None  N/A  so allows for brachiation	1 round  1 standard action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small of Close (100 ft.)  Target: Cube of war Touch Target: One Small of Personal  Target: You  Personal  Target: You  Touch  Target: Creature tou  Touch  Target: Creature tou  Touch  Target: Touch  Target: Treature tou  Touch	ire V,S,M ter up to 5 fi V,S,M or smaller w V,S,M/DF  V,S,M/DF  V,S,M/DF  uched V,S,M  V,S,M/DF  uched V,S,M,XP  uct V,S	No on a side No ooden object N/A  N/A  Yes [harmless]  N/A  Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Caster Level: 30 Evocation [Electricity] Caster Level: 30 Conjuration (Creation) Caster Level: 30	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25  SC: p.25  SC: p.26  SC: p.38
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20 19 enhancer	None  N/A  N/A  of a wolf.  N/A  s flames; see text.  Fortitude negates [harmless]  itting you with unarmed N/A  D. See text.  Fortitude negates [harmless]  ment to Str.  None	1 round  1 standard action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 minute/level  1 minute/level  1 minute/level  1 minute/level	Close (100 ft.)  Target: One Small of Close (100 ft.)  Target: Cube of war Touch  Target: One Small of Personal  Target: You  Personal  Target: You  Touch  Target: Creature touth  Target: Creature touth  Target: Creature touth  Target: Tiny Constr	tire V,S,M ter up to 5 fi V,S,M or smaller w V,S,M/DF V,S,M/DF V,S,M/DF uched V,S,M,XP uched V,S,M,XP	No on a side No coden object N/A  N/A  Yes [harmless]  N/A  Yes [harmless]	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Coster Level: 30 Conjuration (Creation) Caster Level: 30 Conjuration (Creation) Caster Level: 30 Transmutation	SC: p.12 SC: p.13 SC: p.13 SC: p.16 SC: p.16 SC: p.22 SC: p.25 SC: p.25 SC: p.26
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20 19 enhancer	None  N/A  N/A  of a wolf.  N/A  is flames; see text.  Fortitude negates [harmless]  ititing you with unarmed N/A  D. See text.  Fortitude negates [harmless]  ment to Str.  None  N/A  so allows for brachiation	1 round  1 standard action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small of Close (100 ft.)  Target: Cube of war Touch Target: One Small of Personal  Target: You  Personal  Target: You  Touch  Target: Creature tou  Touch  Target: Creature tou  Touch  Target: Touch  Target: Treature tou  Touch	ire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S V,S,M/DF uched V,S,M V,S,M V,S,DF uched V,S,M,XP uct V,S	No on a side No ooden object N/A N/A Yes [harmless] N/A Yes [harmless] No No	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration Caster Level: 30 Conjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration Caster Level: 30 Transmutation Caster Level: 30	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25  SC: p.25  SC: p.26  SC: p.38
Create a small fire elemental.	ualities of 19 inguisher 19 eature hi 19 ge 19-20 19 enhancer	None  N/A  N/A  of a wolf.  N/A  is flames; see text.  Fortitude negates [harmless]  ititing you with unarmed N/A  D. See text.  Fortitude negates [harmless]  ment to Str.  None  N/A  so allows for brachiation	1 round  1 standard action  1 standard action	Concentration, up to 1 round/level [D]  Concentration, up to 1 round/level [D]  1 10 minutes/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level  1 1 minute/level	Close (100 ft.)  Target: One Small ft Close (100 ft.)  Target: Cube of wat Touch Target: One Small of Personal  Target: You Personal  Target: You Touch Target: Creature tot Personal  Target: Creature tot Touch Target: Trouch	ire V,S,M ter up to 5 ft V,S,M or smaller w V,S,M/DF V,S V,S,M/DF uched V,S,M V,S,M V,S,DF uched V,S,M,XP uct V,S	No on a side No ooden object N/A N/A Yes [harmless] N/A Yes [harmless] No No	Transmutation [Fire] Caster Level: 30 Transmutation [Water] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration [Electricity] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Transmutation	SC: p.12  SC: p.13  SC: p.13  SC: p.16  SC: p.18  SC: p.22  SC: p.25  SC: p.25  SC: p.26  SC: p.38

\* =Domain/Speciality Spell

				Druid Spells					
□□□□□ Buoyant Lifting		None	1 immediate	1 minute/level [D]; see text	Close (100 ft.)	S,DF	No	Evocation	SC: p.40
Effect:			action		Torget: One willing or	rooturo/lov	el, no two of which are	Contact aval: 20	
Travel to the surface at 60 ft/round.					more than 20 ft. apart	t			BUD
Calm Animals	19	Will negates; see text	1 standard action	1 minute/level	Close (100 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
Effect: Calms 2d4 + 1/level HD of animals.					Target: Animals within	n 30 ft. of	each other	Caster Level: 30	
Camouflage	19	N/A	1 standard action	10 minutes/level		V,S	N/A		SC: p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 30	
Charm Animal	19		1 standard action	1 hour/level		V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
Effect: Makes one animal your friend.					Target: One animal			Caster Level: 30	
Effect:			1 standard action	1 round/level	Personal \ Target: You	V,S	N/A	Transmutation  Caster Level: 30	SC: p.47
Your hands become natural weapons that deal 1d8 with e	ach atta		1 standard	30 rounds	Personal \	/,S	No	Transmutation	PGtF: p.101
Effect:			action		Target: YOU			Caster Level: 30	
Your fingers sprout claws. Considered armed and do 1d8  Climb Walls	with ea	ch attack. Will negates	1 standard	1 minute/level [D]	Touch \	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:		[harmless]	action		Target: Creature touc			Caster Level: 30	
Gain +10 enhancement bonus on climb check. Bonus incr	reases 1			el. 10 minutes/level [D]	Long (1600 ft.)	/,S	No	Evocation (Water)	SC: p.49
Effect: Heavy rain reduces visibility4 Spot & Search.					Target: 100-ftradius	emanatio	n	Caster Level: 30	
Cold Fire	19	No [fire] or Fortitude half		1 minute/level [fire source] or Instantaneous [creature]	Close (100 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
Effect: Flames deal cold damage; see text				,	Target: One fire source creature; see text	ce [up to a	20-ft. cube] or one	Caster Level: 30	
Crabwalk			1 standard	1 minute/level		V,S,M	No	Transmutation [Cold]	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no	nor-"				Target: Creature touc	ched		Caster Level: 30	
When the subject charges, it gains +4 to attack roll and no		Will half (harmless);	1 standard	Instantaneous	Touch \	V,S	Yes (harmless); see	Conjuration	PHB: p.215
Effect: Cures 1d8 +1/level [max +5] damage.		see text	action		Target: Creature touc	ched	text	(Healing) Caster Level: 30	
Deep Breath	19		1 immediate	1 round/level	Personal \	/	N/A	Conjuration (Creation) [Air]	SC: p.61
Effect:			action		Target: You			Caster Level: 30	
Your lungs are constantly filled with air for the duration of			4 -4	04 h a	-	/ C DE	Van (haaralaan)		CC: - C2
Delay Disease  Effect:	19	Will negates [harmless]	1 standard : action	24 hours	Touch \ Target: Creature touc	V,S,DF ched	Yes [harmless]	Conjuration (Healing) Caster Level: 30	SC: p.63
Halts any nonmagical disease for the duration of the spell.  Detect Animals or Plants		None	1 standard	Concentration, up to 10 minutes/level [D	-	V,S	No	Divination	PHB: p.218
Effect:			action		Target: Cone-shaped			Caster Level: 30	
Detects kinds of animals or plants.		None	1 standard I	Concentration, up to 10 minutes/level [D		/,S	No No	Divination	PHB: p.220
Detect Snares and Pits  Effect:			action	Concentration, up to 10 minutes/level [D				Caster Level: 30	F 11b. p.220
Reveals natural or primitive traps.					Target: Cone-shaped				BUD 444
Effort:	19		1 standard : action	24 hours		V,S	Yes (harmless)	Abjuration  Caster Level: 30	PHB: p.226
					Target: Creature touc		.,		
Exist comfortably in hot or cold environments.						۷,S	Yes	Enchantment	SC: p.81
		None	1 standard action	Concentration +1 round/level	Medium (400 ft.)			(Compulsion) [Mind-Affecting]	
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect:	alty to A			Concentration +1 round/level	Medium (400 ft.) \ Target: One animal			(Compulsion) [Mind-Affecting] Caster Level: 30	
Exist comfortably in hot or cold environments.  Carrier Enrage Animal		C to affected animal. Reflex partial; see text	action  1 standard		Target: One animal	V,S, DF	No	[Mind-Affecting]	PHB: p.227
Exist comfortably in hot or cold environments.  Caracter Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Caracter Animale  Effect: Effect: Effect: Effect: Effect: Effect:		C to affected animal. Reflex partial; see text	action		Target: One animal			[Mind-Affecting] Caster Level: 30	PHB: p.227
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle		C to affected animal. Reflex partial; see text	1 standard action		Target: One animal Long (1600 ft.)  Target: Plants in a 40		spread	[Mind-Affecting] Caster Level: 30 Transmutation	
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Plants entangle everyone in 40-ftradius circle.  Color Entangle  Effect: Effect: Effect: Effect:	19	C to affected animal. Reflex partial; see text None	action  1 standard action	1 minute/level [D]	Target: One animal Long (1600 ft.) Target: Plants in a 40 Long (1600 ft.) Target: Creatures and	)-ftradius V,S, DF	spread Yes	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30	
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Plants entangle everyone in 40-ftradius circle.  Color Enrage	19	C to affected animal. Reflex partial; see text None	1 standard action  1 standard action  1 standard action  1 standard	1 minute/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst	)-ftradius V,S, DF	spread Yes	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation	
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Coutlines subjects with light, canceling blur, concealment, a	19 and the	C to affected animal. Reflex partial; see text None like. None	1 standard action  1 standard action	1 minute/level [D] 1 minute/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature.	o-ftradius V,S, DF d objects v	spread Yes within a 5-ftradius	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30	PHB: p.229
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Plants entangle everyone in 40-ftradius circle.  Color Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a	19 and the	C to affected animal. Reflex partial; see text None like. None	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart	O-ftradius V,S, DF d objects v V,M //level, no t	spread Yes within a 5-ftradius Yes [harmless]	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth]	PHB: p.229
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Plants entangle everyone in 40-ftradius circle.  Coutines subjects with light, canceling blur, concealment, a continuous production of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to	19 and the	C to affected animal. Reflex partial; see text  None  like. None	1 standard action  1 standard action  1 standard action  1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart	o-ftradius  /,S, DF  d objects v  /,M  /level, no t  /,S, DF	spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes	Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30	PHB: p.229 SC: p.99
Exist comfortably in hot or cold environments.  Cold the cold that is a conditional condition of the cold that cold that cold the cold that cold t	19 and the	C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush.	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben	o-ftradius  /,S, DF  d objects v  /,M  /level, no t  /,S, DF	spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229 SC: p.99
Exist comfortably in hot or cold environments.  Color Enrage Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Color Entangle  Effect: Plants entangle everyone in 40-ftradius circle.  Coutines subjects with light, canceling blur, concealment, a continuous production of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to	19 and the	C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal	O-ftradius  V,S, DF  d objects v  V,M  /level, no t  V,S, DF  ries touch	spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229 SC: p.99 PHB: p.237
Exist comfortably in hot or cold environments.  Carants +4 morale bonus to Str, Con, Will Saves & -2 pena  Carants +4 morale bonus to Str, Con, Will Saves & -	and the Str ago	C to affected animal. Reflex partial; see text  None like. None ainst bull rush. None  N/A	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature: than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You	O-ftradius V,S, DF d objects v V,M //level, no t V,S, DF rries touch	yes Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Exist comfortably in hot or cold environments.	and the Str ag-	C to affected animal. Reflex partial; see text  None like. None ainst bull rush. None	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creatures than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You Close (100 ft.)	O-ftradius  V,S, DF  d objects v  V,M  /level, no t  V,S, DF  ries touch	yes Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless]	[Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing)	PHB: p.229 SC: p.99 PHB: p.237
Exist comfortably in hot or cold environments.	19  9 Str ag	C to affected animal. Reflex partial; see text  None like. None ainst bull rush. None  N/A a Spot checks. Will negates [harmless]	1 standard action  1 of the standard action  10 minutes:	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You  Close (100 ft.)  Target: One creature, than 30 ft. apart	O-ftradius  V,S, DF  d objects v  V,M  /level, no t  V,S, DF  ries touch  V  /level, no t	spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be	Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111
Exist comfortably in hot or cold environments.	and the Str ago	C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None  N/A a Spot checks. Will negates [harmless]	1 standard action  1 of the standard action  10 minutes:	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You  Close (100 ft.)  Target: You  Close (100 ft.)	o-ftradius  v,S, DF  d objects v  v,M  /level, no t  v,S, DF  ries touch  v  v,S,  /level, no t  art  S, DF	spread Yes Within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30 Abjuration	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Exist comfortably in hot or cold environments.	19  Description of the second	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)	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: You Close (100 ft.)  Target: One creature, more than 30 feet apar Touch	O-ftradius V,S, DF d objects v V,M //level, no t V,S, DF ries touche V //s,S //level, no t art S, DF	spread Yes Yes yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30 Abjuration Caster Level: 30 Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
Exist comfortably in hot or cold environments.	19  9 Str ag	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)	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature: than 30 ft. apart Touch  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: One creature: than 30 feet apart ouch Target: 1 creature/lev	o-ftradius  v,S, DF  d objects v  v,M  /level, no t  v,S, DF  ries touche  v  /,S,  Jlevel, no t  art  s, DF  vel touched  v,S,M	yes Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111
Exist comfortably in hot or cold environments.	19 19 19 19 19 19	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	1 standard action	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: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creatures than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You  Close (100 ft.)  Target: One creatures than 30 ft. apart Touch  Target: 1 creatures than 30 ft. apart Touch  Target: One creatures than 30 ft. apart Touch  Target: One creatures than 30 ft. apart Touch  Target: 1 creatures than 30 ft. apart Touch  Target: 1 creatures than 30 ft. apart Touch	o-ftradius V,S, DF d objects v V,M //level, no t V,S, DF ries touch V //s, DF //level, no t art S, DF //el touched V,S,M	yes Yes Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
Exist comfortably in hot or cold environments.	19  19  19  19  19	C to affected animal. Reflex partial; see text  None  like. None  Alike. None  N/A  Spot checks. Will negates (harmless)  Will negates (harmless)  Written negates; see text  Will negates	1 standard action	1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You Close (100 ft.)  Target: One creature, than 30 feet apart Touch  Target: 1 creature/lev Touch  Target: 1 creature/lev Touch  Target: Creature or of	O-ftradius V,S, DF d objects v V,M //evel, no t V,S, DF ries touch V V,S //evel, no t art S, DF vel touched V,S,M bject touch	yes Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
Exist comfortably in hot or cold environments.	19 19 19 19 19 19 19 19	C to affected animal. Reflex partial; see text  None  like. None  N/A  Spot checks. Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)	1 standard action	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	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You  Close (100 ft.)  Target: One creature, more than 30 ft. apart Touch  Target: 1 creature/lev Touch  Target: Creature or of Touch  Target: Creature touch	o-ftradius  V,S, DF  d objects v  V,M  //level, no t  V,S, DF  ries touch  V  //s, DF  ries touch  V  //s, M  bject touch  V,S,M  ched	spread Yes Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No ned Yes	Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
Exist comfortably in hot or cold environments.	19 19 19 19 19 19	C to affected animal. Reflex partial; see text  None  like. None  N/A  Spot checks. Will negates (harmless)  Will negates (harmless)  Written negates; see text  Will negates	1 standard action	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: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature than 30 ft. apart Touch  Target: You  Close (100 ft.)  Target: You  Close (100 ft.)  Target: One creature more than 30 ft. apart Touch  Target: 1 creature/lev Touch  Target: Creature or of Touch  Target: Creature touch Target: Creature touch Target: Creature touch	O-ftradius V,S, DF d objects v V,M //evel, no t V,S, DF ries touch V V,S //evel, no t art S, DF vel touched V,S,M bject touch	yes Yes Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
Exist comfortably in hot or cold environments.	19 19 19 19 19 19 19	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)	1 standard action	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]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: 2d4 fresh ben Personal  Target: You  Close (100 ft.)  Target: One creature, more than 30 ft. apart Touch  Target: 1 creature/lev Touch  Target: Creature or of Touch  Target: Creature touch	o-ftradius  V,S, DF  d objects v  V,M  //level, no t  V,S, DF  ries touch  V  //s, DF  ries touch  V  //s, M  bject touch  V,S,M  ched	spread Yes Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No ned Yes	Mind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Healing) Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
Exist comfortably in hot or cold environments.	19 19 19 19 19 19 19	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)	1 standard action	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]	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: One creature, when 30 ft. apart Touch  Target: 1 creature/lev Target: 1 creature/lev Target: Creature or of Touch  Target: Creature touc 120 ft.  Target: 120-ft. line	o-ftradius  V,S, DF  d objects v  V,M  //level, no t  V,S, DF  ries touch  V  //s, DF  ries touch  V  //s, M  bject touch  V,S,M  ched	spread Yes Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No ned Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation	PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
Exist comfortably in hot or cold environments.	19 19 19 19 19 19 19	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 (harmless)	1 standard action  1 standard laction  1 standard laction	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 0d10] negative energy.	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: One creature, when 30 ft. apart Touch  Target: 1 creature/lev Target: 1 creature/lev Target: Creature or of Touch  Target: Creature touc 120 ft.  Target: 120-ft. line	o-ftradius  v,S, DF  d objects v  v,M  /level, no t  v,S, DF  ries touche  v  v,S, DF  rel touched  v,S,M  bject touch  v,S,M  ched	spread Yes Yes yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No No need Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Necromancy Caster Level: 30	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
Exist comfortably in hot or cold environments.	19 19 19 19 19 19 19	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 (harmless)	1 standard action  1 standard laction  1 standard laction	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 0d10] negative energy.	Target: One animal Long (1600 ft.)  Target: Plants in a 40 Long (1600 ft.)  Target: Creatures and burst Close (100 ft.)  Target: One creature, than 30 ft. apart Touch  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: You Close (100 ft.)  Target: One creature, when you have the service of	o-ftradius  v,S, DF  d objects v  v,M  /level, no t  v,S, DF  ries touche  v  v,S, DF  rel touched  v,S,M  bject touch  v,S,M  ched	spread Yes Yes yes [harmless] wo of which are more Yes ed N/A Yes [harmless] wo of which can be Yes d No No need Yes	iMind-Affecting] Caster Level: 30 Transmutation Caster Level: 30 Evocation [Light] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Necromancy Caster Level: 30 Transmutation	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

				Druid Spells					
Low-light Vision	19	Will negates [harmless]	1 standard	-	Touch V,	,М	Yes [harmless]	Transmutation	SC: p.134
Effect: Target gains low-light vision.		[riaminecoj	dollori		Target: Creature touch	ned		Caster Level: 30	
Magic Fang	19	Will negates		1 minute/level	Touch V,	,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	action		Target: Living creature	e touched		Caster Level: 30	
One natural weapon of subject creature gets +1 on attack  Magic Stone	k and da 19	amage rolls. Will negates	1 standard	30 minutes or until discharged	Touch V,	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(harmless, object)	action		Target: Up to three pel	bbles touc	ched	Caster Level: 30	
Three stones gain +1 on attack rolls, deal 1d6+1 damage	).	None	1 standard	1 minute/level	20 ft. V,		No	Conjuration	PHB: p.258
Obscuring Mist		None	action	Timilate/level				(Creation)	111b. p.200
Effect: Fog surrounds you.					Target: Cloud spreads high			Caster Level: 30	
Omen of Peril	19	N/A	1 round	Instantaneous	Personal V.  Target: You	,F	N/A	Divination  Caster Level: 30	SC: p.149
Brief supplication gives you a vision that hints at how dan						0.05	Var (Landard)		DUD - OFO
Pass without Trace	19	Will negates (harmless)	action	1 hour/level [D]			Yes (harmless)	Transmutation	PHB: p.259
Effect: 1 subject/level leaves no tracks.					Target: 1 creature/leve		l	Caster Level: 30	
□□□□ Produce Flame		None	1 standard action	1 minute/level [D]	0 ft. V,	,S	Yes	Evocation [Fire]	PHB: p.265
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in your	palm		Caster Level: 30	
Raging Flame		None	1 standard	1 minute	Medium (400 ft.) V	,S	No	Transmutation	SC: p.164
Effect:			action		Target: 30-ftradius sp	oread		[Fire] Caster Level: 30	
Causes existing fire to double their heat and radiance; se	e text. 19	N/A		1 minute/level	Personal V,	,S	N/A	Transmutation	SC: p.166
Effect:			action		Target: You			Caster Level: 30	
Your hands harden +2 bonus to Str, inflict lethal damage,	and yo	u are considered armed Fortitude negates		10 minutes/level		,S,DF	Yes [harmless]	Transmutation	SC: p.166
Rapid Burrowing	13	[harmless]	action				. oo [namiioo]		55. p. 100
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touch			Caster Level: 30	
Remove Scent	19	Will negates	1 standard action	10 minutes/level	Touch V,	,S,M	Yes	Transmutation	SC: p.173
Effect: Hides the scent of the affected creature or removes poter	nt affect	s from creatures such a	is ghasts or t	troglodytes.	Target: Creature touch	ned		Caster Level: 30	
Resist Planar Alignment	19	Will negates [harmless]		1 round/level	Touch V,	,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:			action		Target: Creature touch	ned		Caster Level: 30	
Grants limited protection from a plane's alignment traits;	see text	Reflex half		Instantaneous	10 ft. V,	,S,DF	Yes	Evocation	SC: p.180
Effect:			action		Target: 10-ftradius bu	urst cente	red on your hands	Caster Level: 30	
Creatures in area take 1d6 nonlethal damage, any creatu	ire that 19	fails the save is also stu Will negates (object)		ound. 1 minute/level	Touch V.	S. DF	Yes (object)	Transmutation	PHB: p.278
Effect:		······g ( <b>,</b> ,	action		Target: One touched n			Caster Level: 30	
Cudgel or quarterstaff becomes +1 weapon dealing dama	age as i				quarterstaff				00 . 100
Slow Burn		None	1 standard action	1 minute	Medium (400 ft.) V,	,5,M/DF	NO	Transmutation [Fire]	SC: p.192
Effect:  Doubles the amount of time to put out a fire; see text.					Target: 30-ftradius sp	oread		Caster Level: 30	
	19	Will negates [harmless]	1 standard action	Instantaneous			Yes [harmless]	Caster Level: 30 Transmutation	SC: p.193
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect:		[harmless]		Instantaneous		,S,M/DF	Yes [harmless]		SC: p.193
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness		[harmless] ext. Will negates	action 1 standard	Instantaneous 1 hour/level [D]	Close (100 ft.) V,	,S,M/DF ature	Yes [harmless] Yes [harmless]	Transmutation	SC: p.193
Doubles the amount of time to put out a fire; see text.  Company Snake's Swiftness  Effect: Subject may make another single attack melee or ranged  Snowshoes  Effect:	d; see te	[harmless] ext.  Will negates [harmless]	action		Close (100 ft.) V,	,S,M/DF ature ,S		Transmutation  Caster Level: 30	
Doubles the amount of time to put out a fire; see text.  Claim Snake's Swiftness  Effect: Subject may make another single attack melee or ranged  Claim Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refl	d; see te	[harmless] ext.  Will negates [harmless]	1 standard action  1 standard		Close (100 ft.) V,  Target: One allied creat  Touch V,	,S,M/DF ature ,S		Transmutation  Caster Level: 30  Transmutation	
Doubles the amount of time to put out a fire; see text.  Company Snake's Swiftness  Effect: Subject may make another single attack melee or ranged  Snowshoes  Effect:	d; see te	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.	action  1 standard action	1 hour/level [D]	Close (100 ft.) V.  Target: One allied creat  Touch V.  Target: Creature touch	,S,M/DF ature ,S	Yes [harmless]	Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.194
Doubles the amount of time to put out a fire; see text.  \[ \] \[ \] \] Snake's Swiftness  \[ \] \[ \] Strict Subject may make another single attack melee or ranged to the subject may make another single attack melee or ranged to the subject may make another single attack melee or ranged to the subject may be subject may be subject to the subject may be subject may be subject to the subject ma	d; see te	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.  None	1 standard action  1 standard action	1 hour/level [D] 1 minute/level	Close (100 ft.) V, Target: One allied cres Touch V, Target: Creature touch Personal V, Target: You	,S,M/DF ature ,S ned	Yes [harmless]	Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination Caster Level: 30	SC: p.194 PHB: p.281
Doubles the amount of time to put out a fire; see text.  \[ \] \[ \] \] Snake's Swiftness  \[ \] Effect: Subject may make another single attack melee or ranged \[ \] \[ \] Snowshoes  \[ \] Effect: Speed increases by 10 ft. and no Balance checks or Refl \[ \] \[ \] \[ \] \[ \] Speak with Animals  \[ \] Effect: You can communicate with animals.  \[ \] \[ \] \[ \] Summon Nature's Ally I	d; see te	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.	1 standard action  1 standard action	1 hour/level [D]	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V,	,S,M/DF ature ,S ned ,S	Yes [harmless] No	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)	SC: p.194
Doubles the amount of time to put out a fire; see text.	d; see te	[harmless] xxt. Will negates [harmless] ired to walk on snow. None	action  1 standard action  1 standard action  1 round	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone	,S,M/DF ature ,S ned ,S ,S, DF ed creature	Yes [harmless]  No  No	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration (Summoning)  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288
Doubles the amount of time to put out a fire; see text.	d; see te	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.  None	action  1 standard action  1 standard action  1 round	1 hour/level [D] 1 minute/level	Close (100 ft.) V, Target: One allied creat Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V,	,S,M/DF ature ,S ned ,S ,S, DF ed creature	Yes [harmless] No	Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Transmutation	SC: p.194 PHB: p.281
Doubles the amount of time to put out a fire; see text.	d; see to 19 ex requ	[harmless] xxt. Will negates [harmless] iried to walk on snow. None  None	action  1 standard action  1 standard action  1 round  1 standard	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone	,S,M/DF ature ,S ned ,S ,S, DF ed creature	Yes [harmless]  No  No	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration (Summoning)  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288
Doubles the amount of time to put out a fire; see text.	d; see to 19 ex requ	[harmless] xxt. Will negates [harmless] iried to walk on snow. None  None	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (100 ft.) V, Target: One allied cres Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S	Yes [harmless]  No  No	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration (Summoning)  Caster Level: 30  Transmutation  Caster Level: 30  Evocation	SC: p.194  PHB: p.281  PHB: p.288
Doubles the amount of time to put out a fire; see text.	t; see to 19 ex requ	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  Reflex negates; see text	action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Close (100 ft.) V, Target: One allied creat Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: You Close (100 ft.) V, Target: One creature	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S	Yes [harmless]  No  No  No	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration (Summoning) Caster Level: 30  Transmutation  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216
Doubles the amount of time to put out a fire; see text.	d; see te 19 ex requiex requiex 0 checks 19 ound [e	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o	action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (100 ft.) V, Target: One allied cres Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: You Close (100 ft.) V, Target: One creature	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S	Yes [harmless]  No  No  e  No  Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	t; see to 19 ex requ	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  Reflex negates; see text	action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (100 ft.) V, Target: One allied cres Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: You Close (100 ft.) V, Target: One creature s	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S	Yes [harmless]  No  No e  No Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  [Electricity]  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216
Doubles the amount of time to put out a fire; see text.	d; see te 19 sex required checks 19 ound [e	[harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o  Will negates	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (100 ft.) V, Target: One allied cres Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: You Close (100 ft.) V, Target: One creature	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S	Yes [harmless]  No  No e  No Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	d; see te 19 sex required checks 19 ound [e	[harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o  Will negates	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: One creature S Touch V, Target: Animal or mag	,S,M/DF ature ,S need ,S ,S, DF ed creature ,S ,S,M	Yes [harmless]  No  No e  No Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Transmutation  Caster Level: 30  Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	during	[harmless] xxt. Will negates [harmless] iried to walk on snow. None  None  None  None  Will negates; see text wen if it goes invisible of the duration of the spell N/A	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: One creature S Touch V, Target: Animal or mag	,S,M/DF ature ,S ned ,S ,S, DF ad creature ,S	Yes [harmless]  No  No e  No Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Conjuration  Conjuration  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Evocation [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223
Doubles the amount of time to put out a fire; see text.	during	[harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell N/A Will negates Will negates	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal 1 hour/level	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You  Close (100 ft.) V,  Target: You  Close (100 ft.) V,  Target: You  Close (100 ft.) V,  Target: One creature  Touch V,  Target: Animal or mag Personal V,  Target: Animal or mag Personal V,  Target: You	,S,M/DF ature ,S need ,S ,S, DF ad creature ,S ,S,M	Yes [harmless]  No  No e  No Yes	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223
Doubles the amount of time to put out a fire; see text.	t; see te 19 19 ochecks 19 ound [e 19 during 19	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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]	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal 1 hour/level  Instantaneous	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You  Close (100 ft.) V,  Target: You  Close (100 ft.) V,  Target: You  Close (100 ft.) V,  Target: One creature  Touch V,  Target: Animal or mag Personal V,  Target: Animal or mag Personal V,  Target: You	,S,M/DF ature ,S ature ,S ,S,DF ad creature ,S ,S,M ,S,M ,S ,S,M ,S ,S,M ,S ,S,M ,S ,S,M ,S ,S,M	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Doubles the amount of time to put out a fire; see text.	t; see te 19 19 ochecks 19 ound [e 19 during 19	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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]	action  1 standard action  1 standard action  1 round  1 standard action  1 round.	1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]	Close (100 ft.) V, Target: One allied cree Touch V, Target: Creature touch Personal V, Target: You Close (100 ft.) V, Target: One summone Personal V, Target: You Close (100 ft.) V, Target: One creature s Touch V, Target: Animal or mag Personal V, Target: Animal or mag Personal V, Target: You Touch V, Target: Living creature	,S,M/DF ature ,S ned ,S ,S,DF ed creature ,S ,S,M ,S ,S,M	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]	Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination Caster Level: 30 Conjuration Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Creation) [Air] Caster Level: 30 Conjuration (Creation) [Air] Caster Level: 30 Conjuration (Healing) Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229
Doubles the amount of time to put out a fire; see text.	t; see to 19 o checks 19 ound [e] 19 during 19 k to the 19	[harmless] xxt. Will negates [harmless] iried to walk on snow. 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] ils 1 hp automatically pe	action  1 standard action  1 standard action  1 round  1 standard action  1 round.	1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal 1 hour/level  Instantaneous	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You Close (100 ft.) V,  Target: You Close (100 ft.) V,  Target: One creature STOUCH V,  Target: Animal or mag Personal V,  Target: You Touch V,  Target: You Touch V,  Target: You Touch V,  Target: You Touch V,  Target: Living creature Personal V,	,S,M/DF ature ,S ned ,S ,S,DF ed creature ,S ,S,M ,S ,S,M	Yes [harmless]  No  No  e  No  Yes  Yes  touched  N/A  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Healing)  Caster Level: 30  Divination	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [e 19 during 19 t; to the 19 19 the abiliti	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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 pe N/A y.	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  2 round. 1 swift action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You Close (100 ft.) V,  Target: One summone Personal V,  Target: One creature S  Touch V,  Target: Animal or mag Personal V,  Target: You Touch V,  Target: You Touch V,  Target: Living creature Personal V,  Target: Living creature	,S,M/DF ature ,S need ,S ,S,DF ed creature ,S ,S,M ,S,M ,S et touched ,DF	Yes [harmless]  No  No  e  No  Yes  Yes  touched  N/A  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  Conjuration  Chealing)  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Divination  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230
Doubles the amount of time to put out a fire; see text.	t; see to 19 checks 19 cound [e] 19 during 19 to the 19	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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 pe N/A y.	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  2 round. 1 swift action	1 hour/level [D]  1 minute/level  1 round/level [D]  1 minute/level  1 round/level  region] striking it with lightning that deal  1 hour/level  Instantaneous  10 rounds + 1 round/level [max 15]	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You Close (100 ft.) V,  Target: You Close (100 ft.) V,  Target: One summone Personal V,  Target: Animal or mag Personal V,  Target: You Touch V,  Target: You Touch V,  Target: Living creature Personal V,  Target: Living creature Personal V,  Target: You Close (100 ft.) V,  Target: You Close (100 ft.) V,  Target: You Close (100 ft.) V,	,S,M/DF ature ,S ature ,S med ,S,DF ad creature ,S ,S,M ,S,M ,S atouched ,DF ,S	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [e 19 during 19 t; to the 19 19 the abiliti	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible of the duration of the spell N/A  ground. Will negates [harmless] Ils 1 hp automatically per N/A  y. Fortitude partial; see text	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.)	,S,M/DF ature ,S need ,S ,S,DF ed creature ,S ,S,M ,S,M ,S et touched ,DF ,S whose ar	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Conjuration  Conjuration  Conjuration  Conjuration  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.229  SC: p.230  SC: p.235
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [e 19 during 19 t; to the 19 19 the abiliti	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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] ils 1 hp automatically pen N/A  y. Fortitude partial; see	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.)	,S,M/DF ature ,S need ,S ,S,DF ed creature ,S ,S,M ,S,M ,S et touched ,DF ,S whose ar	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [e] 19 during 19 s to the 19 19 lell. Hea	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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 pe N/A y. Fortitude partial; see text	action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  2 round. 1 swift action  1 standard action  1 standard action  1 standard action  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.)	,S,M/DF ature ,S and d creature ,S ,S,DF ad creature ,S ,S,M ,S ,S,M ,S ,S at touched ,DF ,S whose an ,M	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Conjuration  Conjuration  Conjuration  Conjuration  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.229  SC: p.230  SC: p.235
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [e] 19 during 19 s to the 19 19 lell. Hea	[harmless] xxt. Will negates [harmless] irred to walk on snow. 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 pe N/A y. Fortitude partial; see text	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.)	,S,M/DF ature ,S need ,S ,S,DF ed creature ,S ,S,M ,S,M ,S ,S et touched ,DF ,S whose an ,M need	Yes [harmless]  No  No  e  No  Yes  touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  (Summoning)  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30  Transmutation	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.229  SC: p.230  SC: p.235
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [el 19 during 19 to the 19 19 19 19	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  None  None  Reflex negates; see text  ven if it goes invisible of text Will negates [harmless] ils 1 hp automatically pen N/A  y. Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.) V,	,S,M/DF ature ,S need ,S ,S,DF ed creature ,S ,S,M ,S,M ,S ,S et touched ,DF ,S whose an ,M need	Yes [harmless]  No  No e No Yes  Yes  Yes touched  N/A  Yes [harmless]  N/A  No ea is up to one 10-ft.  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Evocation [Electricity]  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration (Healing)  Caster Level: 30  Divination  Caster Level: 30  Conjuration (Healing)  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.229  SC: p.229  SC: p.235  SC: p.240
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [el 19 during 19 to the 19 19 19 19	[harmless] xxt. Will negates [harmless] irred to walk on snow. None  None  None  None  None  Reflex negates; see text  ven if it goes invisible of text Will negates [harmless] ils 1 hp automatically pen N/A  y. Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You  Close (100 ft.) V,  Target: One summone Personal V,  Target: One creature S  Touch V,  Target: Animal or mag Personal V,  Target: You  Close (100 ft.) V,  Target: Living creature Personal V,  Target: Living creature Personal V,  Target: A straight wall square/level [S] Touch S,  Target: Creature touch Close (100 ft.) V,  Target: Creature touch	,S,M/DF ature ,S ature ,S ,S ,DF ad creature ,S ,S,M ,S,M ,S atouched ,DF ,S whose are ,M and ,DF	Yes [harmless]  No  No e No Yes  Yes  Yes touched  N/A  Yes [harmless]  N/A  No ea is up to one 10-ft.  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Healing)  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.229  SC: p.230  SC: p.235  SC: p.240
Doubles the amount of time to put out a fire; see text.	t; see to 19 ochecks 19 ound [el 19 during 19 to the 19 19 19 19	[harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  None  Reflex negates; see text ven if it goes invisible of the duration of the spell N/A Will negates [harmless] is 1 hp automatically pen/A y. Fortitude partial; see text Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 round  1 standard action  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.) V,	,S,M/DF ature ,S need ,S ,S,DF ad creature ,S ,S,M ,S,M ,S atouched ,DF ,S whose are ,M need ,S ,S,DF	Yes [harmless]  No  No  e  No  Yes  Yes  touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Evocation  [Electricity]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Creation) [Air]  Caster Level: 30  Divination  Caster Level: 30  Divination  Caster Level: 30  Transmutation  Conjuration  Conjuration  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.223  SC: p.229  SC: p.235  SC: p.240  SC: p.241
Doubles the amount of time to put out a fire; see text.	t; see te 19 cex required to the text of the 19 during 19 during 19 to the text of the 19 19 19 19 damag	[harmless] xxt. Will negates [harmless] ired to walk on snow. None  None  None  None  Reflex negates; see text ven if it goes invisible of the duration of the spell N/A Will negates [harmless] is 1 hp automatically pen/A y. Fortitude partial; see text Fortitude negates [harmless]  Fortitude negates [harmless]	action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D]  1 minute/level  1 round/level [D]  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	Close (100 ft.) V,  Target: One allied cree Touch V,  Target: Creature touch Personal V,  Target: You  Close (100 ft.) V,  Target: One summone Personal V,  Target: One creature S  Touch V,  Target: Animal or mag Personal V,  Target: You  Close (100 ft.) V,  Target: Living creature Personal V,  Target: Living creature Personal V,  Target: A straight wall square/level [S] Touch S,  Target: Creature touch Close (100 ft.) V,  Target: Creature touch	,S,M/DF ature ,S need ,S ,S,DF ad creature ,S ,S,M ,S,M ,S atouched ,DF ,S whose are ,M need ,S ,S,DF	Yes [harmless]  No  No  e  No  Yes  Yes  touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.  Yes [harmless]	Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Divination  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Conjuration  (Creation) [Air]  Caster Level: 30  Conjuration  (Healing)  Caster Level: 30  Divination  Caster Level: 30  Conjuration  Caster Level: 30  Transmutation  Caster Level: 30  Conjuration  Caster Level: 30	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.223  SC: p.229  SC: p.235  SC: p.240  SC: p.241

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

## Druid Spells LEVEL 2

				LEVEL 2					
Name	DC 20	Saving Throw Will negates		Duration 1 minute/level	Range Touch	Comp. V,S,DF	Spell Resistance Yes [harmless]	School Transmutation	Source SC: p.9
□□□□□ Align Fang	20	[harmless]	action	i minute/level	Target: Living crea			Caster Level: 30	30. p.9
Aligns a creature's natural weapon to good-,evil-,lawful-,or	chaot 20	ic. Will negates	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
□□□□□ Animalistic Power		[harmless]	action	i minute/ievei	Target: Creature to		res [narniess]	Caster Level: 30	F115 II. p. 101
Subject is imbued with +2 to Strength, Dexterity and Cons	20	None; see text	1 standard action	1 day/level	Close (100 ft.)  Target: One Tiny a	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 30	PHB: p.198
Sends a Tiny animal to a specific place.  Animal Trance	20	Will negates; see text	1 standard action	Concentration	Close (100 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting,	PHB: p.198
Effect:						magical bea	sts with Intelligence 1	Sonic] Caster Level: 30	
Fascinates 2d6 HD of animals.  Avoid Planar Effects		None	immediate	1 minute/level	or 2 20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
Effect:		_	action		Target: One creatu	re/level in a	20-ft. radius burst	Caster Level: 30	
Gain temporary respite from the natural effects of a specifi	20	N/A		1 minute/level [D]	centered on you Personal	V,S,M/DF	N/A	Divination	SC: p.23
Effect:			action		Target: You			Caster Level: 30	
Gain +4 insight bonus to balance bonus; see text.		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
Effect: Grants +2 enhancement to natural armor. Additional +1 pe	or throc	lovels above 3rd (may		well	Target: Living crea	ture touched		Caster Level: 30	
Danis +2 emancement o hateral amor. Additional +1 pe	20	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect: Subject gains +4 to Con for 1 minutes/level.		(harmless)	action		Target: Creature to	uched		Caster Level: 30	
Subject gains +4 to Con for 1 minutes/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20	Reflex negates		Concentration	Medium (400 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
Effect:	ont le	ation	action		Target: One creatu	re		Caster Level: 30	
Subject can act normally, but it cannot move from it's curre  Bite of the Wererat	20	N/A		1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 30	
Gain +6 bonus to Dex, +2 Con, +3 natural armor.		None		Instantaneous	Close (100 ft.)	V,S	Yes	Transmutation	SC: p.32
Effect:			action		Target: One missile	e of spit		Caster Level: 30	
Spit caustic saliva into foes eyes on successful ranged tou Blood Frenzy	ich atta 20	ack. Causes -4 penalty t Will negates	1 standard	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
Effect:			action		Target: Any creatu	re with the ra	age ability	Caster Level: 30	
Target enters a rage, as its rage special ability, but this rag	ge doe 20	sn't count against it's to Reflex half		1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire	e]SC: p.35
Effect:			action		Target: 5 ftradius	emanation of	centered on you	Caster Level: 30	
Fire and light extend 5ft. from caster's body inflicting 1d4/2	levels	[max 5d4] points of fire None		eflex save for half]. 1 round/level	Touch	V,S,M	No	Trasmutation	SC: p.38
Effect:			action		Target: Wooden w			Caster Level: 30	
Small magical thorns/spikes protrude from wooden weapo	n; gair	s a +1 to hit enhancem None		s +1/level [max +10] damage. 1 minute/level	Medium (400 ft.)	V,S,DF	No	Transmutation	SC: p.39
Effect:			action		Target: 40-ft-radius			Caster Level: 30	,
As entangle, but thorns deal damage each round.	20	Will negates	1 standard	1 minute/level	Touch	·	Yes (harmless)	Transmutation	PHB: p.207
□□□□□ Bull's Strength  ffect:	20	(harmless)	action	de	Target: Creature to		roo (namiooo)	Caster Level: 30	1115. p.201
Subject gains +4 to Str for 1 minutes/level.	20	Will negates	1 standard	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 30	
Burrow through earth at 30 ft unless wearing Medium or he Camouflage, Mass	eavier 20	armor or a Medium load Will negates		ft. 10 minutes/level	Medium (400 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
Effect:		[harmless]	action				es, no two of which can		·
As camouflage, except the effect is mobile within the group  Cat's Grace	p. [Bro 20	ken for creatures who n Will negates		ft apart]. 1 minute/level	be more than 60 ft.	apart V,S,M	Yes	Transmutation	PHB: p.208
Effect:		(harmless)	action		Target: Creature to		· <del>-</del>	Caster Level: 30	
Subject gains +4 to Dex for 1 minutes/level.	20	Will negates (object)	1 standard	7 rounds	Close (100 ft.)	V,S, DF	Yes (object)	Transmutation	PHB: p.209
	20	TTIII TIOGUIGO (ODJOCI)	action	, roundo			reature/2 levels, no two	[Cold]	1115. p.200
Cold metal damages those who touch it.							t. apart; or 750 lbs of		
□□□□□Cloud Wings	20	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
Effect: Increases fly speed by 30 ft.					Target: Creature to	uched		Caster Level: 30	
Countermoon	20	Will negates [D]	1 standard action	12 hours	Close (100 ft.)	V,S,M	Yes	Abjuration	SC: p.53
Effect: Stops lycanthropic shapechanging for 12 hours.					Target: One lycant	hrope		Caster Level: 30	
Creeping Cold	20	Fortitude half	1 standard action	3 rounds	Close (100 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
Effect: Deals progressive damage from cold [+1d6/round].					Target: One creatu	re		Caster Level: 30	
Daggerspell Stance	20	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
Effect: Gain +2 insight bonus to hit and damage when you mak	e a ful	I attack wielding two da		deflect spells [SR 5+level] and gain [	Target: You DR			Caster Level: 30	
5/magic when full defense.	101	None		1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
□□□□□ Decomposition   Effect:			action				50-ftradius emanatio	•	-0. p.o.
Wounded creatures suffer 3 extra hp/round.	20	Fortitude negates	1 standard	1 hour/level	centered on you Touch	V,S, DF	Yes (harmless)		PHB: p.217
Delay Poison	20	(harmless)	1 standard action	i noul/level			res (namiless)	Conjuration (Healing)	r-пь. р.z1/
Stops poison from harming subject for 1 hour/level.		Nana	4.=4:::1:::1	4	Target: Creature to		N-	Caster Level: 30	DUD II . ATT
□□□□□ Drifts of the Shalm		None	1 standard action	1 round/level	Medium (400 ft.)	V,S	No	Evocation	PHB II: p.111
Effect: Delay enemies with a drift [double movement penalty] of s	snow, I	eaves or ash [your cho	ice]; snow ca	asues 3 cold damage; leaf can be ignite	Target: One 5-ft. sed	quare/level [	o]	Caster Level: 30	
nd cause 2d6 damage; ash causes 3 fire damage.									

\* =Domain/Speciality Spell

Margin Care					Druid Spells					
March   Marc	DDDD Earthbind	20	Fortitude negates		1 minute/level [D]	Medium (400 ft.)	V,S	Yes	Transmutation	SC: p.76
Series Provided 1982   1982	Effect: Reduce a creatures fly speed to 0, airborne creatures fall	to the								
The stand of the control of the co	□□□□□ Earthfast		None		10 minutes/level [D]					SC: p.76
Marriad   Marr	Effect: Doubles Structures HP and increases Hardness to 10.					cu. ft./level		·		
Process   Proc	□□□□□ Easy Trail		None		1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
The contribution of an investigation of the contribution of the co	Effect: Removes movement penalties through dense brush and	increas	es track DC by 5 for any	pursurers.		Target: 40-ft. radius	emanation	centered on you	Caster Level: 30	
The content of the	□□□□□ Embrace the Wild	20	N/A		10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
The content of the co	Effect: The caster gains an animal's sensory and skills, low-light	vision :	and Scent or Blindsense	30' your ch	oice. +2 spot and listen checks.	Target: You			Caster Level: 30	
Part	□□□□□ Fins to Feet	20			1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
Companies   Part   Pa	Effect: Creatures lose swim speed but gain walk speed of 30 ft.					Target: Willing creat	ure touche	d	Caster Level: 30	
Second of manuface   Displace	□□□□□ Fire Trap	20	Reflex half; see text	10 minutes	Permanent until discharged [D]			Yes		PHB: p.231
The stand of the state file of standers.    Comparison of plant of the state of the standers.   Property of the standers of the standers.   Property of the standers.   Pr	Opened object deals 1d4+20 fire damage.									
The content of the filts the changes   1			None		1 minute/level [D]			Yes		PHB: p.231
The control of the Control of Section 19 and	Touch attack deals 1d8 +10 fire damage.									
Page	• .	20	Reflex negates		1 round/level			Yes		PHB: p.232
Part	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level	el.				-				
Page   Control   Page	□□□□□ Fog Cloud 		None		10 minutes/level	` ′			(Creation)	PHB: p.232
Content   Cont	Effect: Fog obscures vision.									
Result and our of card tend leduce and led	□□□□□ Frost Breath	20	Reflex half		Instantaneous			Yes		SC: p.100
Section   Sect						- '				
March   Marc	Gust of Wind	20	Fortitude negates		1 round					PHB: p.238
Application   Section   Application   Applicat	Effect: Blows away or knocks down smaller creatures.					out from you to the	extreme of	the range		
Allows cover with hear insists to memore other allows and processes and galaxy striptions of the control of the	□□□□□ Healing Lorecall	20	N/A		10 minutes/level		V,S,M	N/A		SC: p.110
According to the property of	Effect: Allows caster with Heal ranks to remove other ailments w	hen us				-				
March   Marc	□□□□ Healing Sting		None		Instantaneous				•	SC: p.110
Accepted the heart for concominant, on halled are they also take 144 fine damage on axes, and a faminge on axes,	Effect: Inflict 1d12 +1/caster level [max +10] to a living creature a	and gai	n an equal amount of Hi	٥.		Target: You and one	living crea	iture	Caster Level: 30	
Subject of benefit from concealments, on livels save they sub take 1 of fire damage each round plant damage on average and the subject of t	□□□□ Heartfire	20	Fortitude partial		1 round/level	Close (100 ft.)	V,S,DF	Yes		SC: p.112
Make metals to live distances who lough it is allowed in the control of distances who lough it is allowed in the control of distances and a distances who lough it is allowed in the control of distances and a single metal to 1 foundations of metals, and of live metals to 1 with must be within a 30 ft. control of metals, and which metals to 1 with must be within a 30 ft. control of metals, and which metals to 1 within must be within a 30 ft. control of metals, and which must be within a 30 ft. control of metals, and which are within must be within a 30 ft. control of metals, and which are within must be within a 30 ft. control of metals and which are within must be within a 30 ft. control of metals within must be within and 30 ft. control of metals within must be within a 30 ft. control of metals within must be within a 30 ft. control of metals within must be within a 30 ft. control of metals within must be within and 30 ft. control of metals within must be within a 30 ft. control of metals within must be within a 30 ft. control of metals within must be within a 30 ft. control of metals within must	Effect: Subjects do benefit from concealment, on failed save the	y also t	ake 1d4 fire damage ea	ch round [ha	alf damage on save].	Target: living creature	res within a	5-ftradius burst	Caster Level: 30	
Make manages those who bouch it.    Continue   Continue	□□□□ Heat Metal	20	Will negates (object)		7 rounds	Close (100 ft.)	V,S, DF	Yes (object)		PHB: p.239
Main	Effect:  Make metal so hot it damages those who touch it.								Caster Level: 30	
scion  Feet Service on animal for 1 noundiveed.  Feet Service on animal search target; see text.  Feet Serv	□□□□ Hold Animal	20	Will negates; see text	1 standard	1 round/level [D]; see text					PHB: p.241
Preliyers on animal for 1 monthlyrels.    Close   (100 ft.)   V.S.M.   No   Coverantion   SC: p. 128				action					[Mind-Affecting]	
Content   Cont	Effect: Paralyzes one animal for 1 round/level.					Target: One animal			Caster Level: 30	
Make ranged attacks against each target; see text	□□□□ Kelpstrand		None		1 round/level	Close (100 ft.)	V,S,M	No		SC: p.128
The contract of the contract o	Effect: Make ranged attacks against each target; see text							no two of which are	Caster Level: 30	
All allies get a shared awareness. +2 bonus on Spot and Listen checks; per ally in the area [example; you and three allies would make +5], and the property of	□□□□□ Linked Perception	20			1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
Section   Sect	Effect: All allies get a shared awareness. +2 bonus on Spot and	Listen	checks per ally in the an	ea [example	: you and three allies would make +6].	Target: 20-ftradius	emanation	centered on you	Caster Level: 30	
Sain 4 In highly horse on Listen checks; see text.   20   Will negates   1 standard Permanent action   20   Will negates   1 standard 1 roundflevel action   20   Will negates   1 standard 1 roundflevel   20   Will negates   1 standard 1 minute/level   20   Will negates   1 standard 1 hour/level   20   Will negates   20   Will negates   20   Will negates   20   Will negates   20   Standard 1 hour/level   20   Will negates   20   Standard 1 hour/level   20   Standard 1 h	Listening Lorecall			1 standard			V,S,DF	N/A		SC: p.133
	Effect: Gain +4 insight bonus on Listen checks; see text.					Target: You			Caster Level: 30	
Creates an indelible mark on the subjects face; see text.	Mark of the Outcast	20	Will negates		Permanent	Close (100 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
Secretary   Personal   V.S.F.   NA   Transmutation   Sci. p. 139	Effect: Creates an indelible mark on the subjects face; see text.					Target: One creature	9		Caster Level: 30	
Fig. at 90 ft. [or 60 if med or hwy armor].    Caster Level: 30   Mill negates   1 standard 1 minute/level   action   Target: One creature   Caster Level: 30   Target: One creature   Caster Level: 30   Target concerning   Targ			N/A		1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
Mountain Stance   20   Will negates   1 standard 1 minute/level   action   Target: One creature to move.   Caster Level: 30   SC: p.144	□□□□ Master Air	20		action						
Fact: As a free action you can root yourself to the ground. Gain borus equal to the caster level against grapple, lift, push, bull rush, over-run, throw.  Target: One creature to move.  1 swift a finite action you can root yourself to the ground. Gain borus equal to the caster level against grapple, lift, push, bull rush, over-run, throw.  Target: Animal touched		20		action					Caster Level: 30	
por or cherwise force the creature to move.    Caster Level: 30	Effect: Fly at 90 ft. [or 60 if med or hvy armor].			1 standard	1 minute/level	Target: You	V,S	No		SC: p.144
Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  Personal V.S N/A Transmutation SC: p.149  Target: You  Target: You  Target: You  Target: Yes  Target: Yes  Tansmutation PHB: p.259  Target: Creature touched  Target: Creature touched	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	20	[harmless]	1 standard action		Target: You Touch Target: One creature		No	Transmutation	SC: p.144
Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.    Caster Level: 30   Cast	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 ip or otherwise force the creature to move.	20 n bonus	[harmless] equal to the caster leve	1 standard action	apple, lift, push, bull rush, over-run, throw	Target: You Touch Target: One creature	9		Transmutation  Caster Level: 30	
action    Target: You   Caster Level: 30	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 n bonus 20	[harmless] equal to the caster leve Will negates [harmless]	1 standard action I against gra 1 swift action	apple, lift, push, bull rush, over-run, throw 1 minute	Target: You Touch Target: One creature, Touch	V,S,DF		Transmutation  Caster Level: 30  Evocation	
Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.    Caster Level: 30   Caster Level: 30	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 h bonus 20 every 3	[harmless] equal to the caster leve Will negates [harmless] caster levels max of +5	1 standard action I against gra 1 swift action at 15th leve 1 standard	apple, lift, push, bull rush, over-run, throw 1 minute	Target: You Touch Target: One creature Touch Target: Animal touch	V,S,DF	Yes [harmless]	Transmutation  Caster Level: 30  Evocation  Caster Level: 30	SC: p.146
fect: Subject gains +4 to Wis for 1 minutes/level.	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 bonus 20 every 3 20	[harmless] equal to the caster level Will negates [harmless] caster levels max of +5 N/A	1 standard action I against gra 1 swift action at 15th leve 1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute	Target: You Touch Target: One creature , Touch Target: Animal touch Personal	V,S,DF	Yes [harmless]	Transmutation  Caster Level: 30  Evocation  Caster Level: 30  Transmutation	SC: p.146
Subject gains +4 to Wis for 1 minutes/level.	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 bonus 20 every 3 20 crvival at	[harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 N/A nd Handle Animal check	1 standard action I against gra 1 swift action at 15th leve 1 standard action ss.	apple, lift, push, bull rush, over-run, throw 1 minute I. 1 hour/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You	V,S,DF ned V,S	Yes [harmless]	Transmutation  Caster Level: 30  Evocation  Caster Level: 30  Transmutation  Caster Level: 30	SC: p.146 SC: p.149
action  Target: One willing animal of Small, Medium, Large, or Caster Level: 30 Huge size  Huge size  Target: One willing animal of Small, Medium, Large, or Caster Level: 30 Huge size  Touch V.S. DF Yes (harmless)  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Target: Creature touched  Target: Creature touched  Caster Level: 30 Instantaneous  Touch V.S. Yes (harmless)  Conjuration (Healing)  PHB: p.272  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Conjuration (Healing)  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Caster Level: 30 Instantaneous  Target: Creature touched  Caster Level: 30 Instantaneous  Target: Creature tou	Effect: Fly at 90 ft. [or 60 if med or hvy armor].    \( \) \( \) \( \) \( \) Mountain Stance    \( \) \( \) Mountain Stance    \( \) \( \) \( \) \( \) As a free action you can root yourself to the ground. Gain ip or otherwise force the creature to move.    \( \) \( \) \( \) \( \) \( \) Nature's Favor    \( \) \( \) \( \) \( \) \( \) \( \) One With the Land    \( \) \(	20 bonus 20 every 3 20 crvival at	[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 I against gra 1 swift action at 15th leve 1 standard action ss. 1 standard	apple, lift, push, bull rush, over-run, throw 1 minute I. 1 hour/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch	V,S,DF ned V,S	Yes [harmless]	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.146 SC: p.149
Shrinks one willing animal.    Quarter   Fortitude negates (harmless)   1 standard 10 minutes/level action   Touch   V,S, DF   Yes (harmless)   Abjuration   PHB: p.272	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 bonus 20 every 3 20 crvival at	[harmless] equal to the caster level Will negates [harmless] caster levels max of +5. N/A  nd Handle Animal check Will negates (harmless)	1 standard action I against gra 1 swift action at 15th leve 1 standard action ss. 1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute  1. 1 hour/level 1 minute/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou	V,S,DF need V,S V,S,M/DF	Yes [harmless]  N/A  Yes	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.146 SC: p.149 PHB: p.259
(harmless) action  Target: Creature touched Caster Level: 30  Instantaneous Touch V,S Yes (harmless) Conjuration  Fect: Target: Creature touched Caster Level: 30  Touch V,S Yes (harmless) Conjuration  Fect: Target: Creature touched Caster Level: 30  Caster Level: 30  Target: Creature touched Caster Level: 30  Target: Creatur	Effect: Fly at 90 ft. [or 60 if med or hwy armor].	20 bonus 20 every 3 20 crvival at	[harmless] equal to the caster level Will negates [harmless] caster levels max of +5. N/A  nd Handle Animal check Will negates (harmless)	1 standard action I against gra 1 swift action at 15th leve 1 standard action ss. 1 standard action 1 standard	apple, lift, push, bull rush, over-run, throw 1 minute  1. 1 hour/level 1 minute/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch	V,S,DF ned V,S V,S,M/DF ched V,S	Yes [harmless]  N/A  Yes	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.146 SC: p.149 PHB: p.259
Ignores first 30 points of damage/attack from specified energy type.    Conjuration   PHB: p.272   PHB: p.272	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 n bonus 20 every 3 20 rvival ar	[harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 N/A  nd Handle Animal check Will negates (harmless)  None	1 standard action  1 against gra 1 swift action  at 15th leve 1 standard action  ss. 1 standard action  1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level 1 minute/level 1 hour/level [D]	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size	v,s,DF ned v,s v,s,M/DF iched v,s	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
(harmless)  (harmless)  Target: Creature touched  Caster Level: 30  Disples magical ability penalty or repairs 1d4 ability damage.  Disples magical ability penalty or repairs 1d4 ability damage.  Close (100 ft.) V,S Yes Evocation SC: p.179  action  Target: Ray  Caster Level: 30  Caster Level: 30	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 n bonus 20 every 3 20 rvival ar	[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	1 standard action I against gra 1 swift action at 15th leve 1 standard action ss. 1 standard action 1 standard action 1 standard	apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level 1 minute/level 1 hour/level [D]	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size Touch	V,S,DF ned V,S V,S,M/DF ched V,S animal of S	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration	SC: p.146 SC: p.149 PHB: p.259 PHB: p.269
Dispels magical ability penalty or repairs 1d4 ability damage.	Effect: Fly at 90 ft. [or 60 if med or hwy armor].	20 a bonus 20 20 20 20 20 20 20 20 20 20 20 20 20	[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.	1 standard action  I against gra 1 swift action at 15th leve 1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute 1. 1 hour/level 1 minute/level 1 hour/level [D] 10 minutes/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size Touch Target: Creature tou	V,S,DF ned V,S V,S,M/DF iched V,S animal of S V,S, DF	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or Yes (harmless)	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30	SC: p.146  SC: p.149  PHB: p.259  PHB: p.269  PHB: p.272
action  fect: Target: Ray Caster Level: 30  Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.	Effect: Fly at 90 ft. [or 60 if med or hwy armor].	20 a bonus 20 20 20 20 20 20 20 20 20 20 20 20 20	[harmless] equal to the caster leve Will negates [harmless] caster levels max of +5 N/A  nd Handle Animal check Will negates (harmless)  None  Fortitude negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  I against gra 1 swift action at 15th leve 1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute 1. 1 hour/level 1 minute/level 1 hour/level [D] 10 minutes/level	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size Touch Target: Creature tou Touch	V,S,DF ned V,S V,S,M/DF ched V,S animal of S V,S, DF ched	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or Yes (harmless)	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Healing)	SC: p.146  SC: p.149  PHB: p.259  PHB: p.269  PHB: p.272
Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.	Effect: Fly at 90 ft. [or 60 if med or hvy armor].	20 an bonus 20 20 20 20 20 20 20 20 20 anergy ty 20 20 ange.	[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)	1 standard action I against gra 1 swift action at 15th leve 1 standard action ss. 1 standard action 1 standard action 1 standard action 3 rounds	apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level 1 minute/level 1 hour/level [D] 10 minutes/level Instantaneous	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size Touch Target: Creature tou Touch Target: Creature tou Touch	V,S,DF ned V,S V,S,M/DF iched V,S animal of S V,S, DF iched V,S	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or Yes (harmless)	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Healing) Caster Level: 30	SC: p.146  SC: p.149  PHB: p.259  PHB: p.269  PHB: p.272
		20 an bonus 20 20 20 20 20 20 20 20 20 anergy ty 20 20 ange.	[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)	1 standard action  I against gra 1 swift action  at 15th leve 1 standard action  3 rounds  1 standard action	apple, lift, push, bull rush, over-run, throw 1 minute  1 hour/level 1 minute/level 1 hour/level [D] 10 minutes/level Instantaneous	Target: You Touch Target: One creature Touch Target: Animal touch Personal Target: You Touch Target: Creature tou Touch Target: One willing a Huge size Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch	V,S,DF ned V,S V,S,M/DF iched V,S animal of S V,S, DF iched V,S	Yes [harmless]  N/A  Yes  No mall, Medium, Large, or Yes (harmless)	Transmutation Caster Level: 30 Evocation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation	SC: p.146  SC: p.149  PHB: p.259  PHB: p.269  PHB: p.272

□□□□ Scent				Di ula Spelis					
		None	1 standard action	10 minutes/level	Touch \	/,S,M	Yes [harmless]	Transmutation	SC: p.180
Effect: Bestows Scent ability with all the same powers.					Target: Creature touc	hed		Caster Level: 30	
□□□□□ Share Husk	20	Will negates [harmless]	1 standard action	1 minute/level	Touch \	/,S,M	Yes	Divination	SC: p.187
Effect: You can sense all the stimuli the target animal senses	\$	Į			Target: Animal touche	ed		Caster Level: 30	
□□□□□ Snake's Swiftness, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Medium (400 ft.)	/,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect:			action		Target: Allied creature	es in a 20-	ftradius burst	Caster Level: 30	
Subjects may make another single attack melee or rand Soften Earth and Stone	inged; see	text. None		Instantaneous	Close (100 ft.) \	/,S, DF	No	Transmutation	PHB: p.280
Effect:			action		Target: 10 ft./level sq	uare: see	ext	[Earth] Caster Level: 30	
Turns stone to clay or dirt to sand or mud.	20	Will negates	1 standard	10 minutes/level	-	/,S,M	Yes (harmless)	Transmutation	PHB: p.283
□□□□□Spider Climb	20	(harmless)	action	To minutes/level	Target: Creature touc		res (namicss)	Caster Level: 30	1 11b. p.200
Grants ability to walk on walls and ceilings.									
Splinterbolt		None	1 standard action	Instantaneous	, ,	/,S,M	No	Conjuration (Creation)	SC: p.203
Effect: Make ranged attack to hit, on hit deal 4d6 piercing dar	mage and	threatens on 18-20. Se	e text.		Target: One or more	streams of	splinters	Caster Level: 30	
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (100 ft.)	/,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.					Target: One or more more than 30 ft. apart		no two of which can b	e Caster Level: 30	
Summon Swarm		None	1 round	Concentration + 2 rounds		/,S,M/DF	No	Conjuration	PHB: p.289
ffect:					Target: One swarm of	f bats, rats	, or spiders	(Summoning) Caster Level: 30	
Summons swarm of bats, rats, or spiders.		None	1 round	10 minutes/level [D]	Medium (400 ft.)	/,S,M	Yes [harmless]	Transmutation	SC: p.217
ffect:					Target: One creature			[Water] Caster Level: 30	
Gain swim speed and +8 to Swim checks.		None	1 swift	1 round	Living creature \	/	No	Transmutation	SC: p.221
⊒⊒⊒⊒⊒Tiger's Tooth  ##################################			action		touched			Caster Level: 30	
As greater magic fang.		AACH	40 :	41	Target: You		V. B		00 621
]□□□□ Train Animal	20	Will negates [harmless]	10 minutes	1 hour/level	Touch \	/,S,DF	Yes [harmless]	Enchantment (Charm)	SC: p.221
ffect:					Target: Animal touche	ed		[Mind-Affecting] Caster Level: 30	
You temporarily boost the number of tricks that an ani	imal knows	S. None	1 standard	1 hour/level [D]		/,S, DF	No	Transmutation	PHB: p.296
iffect:			action		Target: You			Caster Level: 30	,
You look exactly like a tree for 1 hour/level.	20	Will negates (object)	1 stonder	Instantaneous		/,S	Yes (object)	Transmutation	PHB: p.300
⊒⊒⊒⊒Warp Wood	20	vviii negates (object)	action	Instantaneous					РНВ: р.300
ffect: Bends wood [shaft, handle, door, plank].					Target: One Small wo 20-ft. radius	oden obje	ct/level, all within a	Caster Level: 30	
□□□□ Wings of Air		None	1 standard action	1 minute/level	Touch \	1	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.					Target: Winged creat	ure touche	d	Caster Level: 30	
□□□□ Winter's Embrace	20	Fortitude negates	1 standard action	1 round/level	Close (100 ft.)	/,S	Yes	Evocation [Cold]	SC: p.241
Effect:			action		Target: One creature			Caster Level: 30	
Creature fails it's save takes 1d8 cold damage each ro	ound; see	Will negates (object)		Instantaneous	Touch \	/,S, DF	Yes (object)	Transmutation	PHB: p.303
Effect:			action		Target: One touched	piece of w	ood no larger than 10	Caster Level: 30	
Rearranges wooden objects to suit you.			4 -4	Instantaneous	cu. ft. + 1 ft./level	/,S	Yes	Necromancy	SC: p.243
	20	Fortitude half				, -		•	
□□□□ Wracking Touch	20	Fortitude half	action			hed		Caster Level: 30	
□□□□□ Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get si	sneak attac	k damage if you posses	action ss the ability.	20 rounds	Target: Creature touc		No	Caster Level: 30	Custom: Fronthuro
□□□□□ Wracking Touch  Effect: Deal 1d6 +1 per caster level [max +10] plus you get si □□□□□□ Zone of Glacial Cold			action	30 rounds	Target: Creature touc	ched /,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
□□□□□ Wracking Touch  iffect: Deal 1d6 +1 per caster level [max +10] plus you get si □□□□□□Zone of Glacial Cold	sneak attac	k damage if you posses	action ss the ability. 1 standard	30 rounds	Target: Creature touc		No		
□□□□□ Wracking Touch  iffect: Deal 1d6+1 per caster level [max+10] plus you get su □□□□□□ Zone of Glacial Cold  iffect:	sneak attac	k damage if you posses	action ss the ability. 1 standard	30 rounds	Target: Creature touc		No	Conjuration [Cold]	
□□□□□ Wracking Touch  ffect:  Deal 1d6 +1 per caster level [max +10] plus you get si □□□□□□ Zone of Glacial Cold  ffect:	sneak attac 20 DC	k damage if you posses Fort half  Saving Throw	action as the ability. 1 standard action	LEVEL 3	Target: Creature touc Medium (400 ft.) \ Target: 20-ftradius	/,S,M	Spell Resistance	Conjuration [Cold] Caster Level: 30 School	Pg.106  Source
□□□□□ Wracking Touch  ###################################	sneak attac 20	k damage if you posses Fort half	action as the ability. 1 standard action	LEVEL 3	Target: Creature touc Medium (400 ft.) \ Target: 20-ftradius	/,S,M		Conjuration [Cold] Caster Level: 30	Pg.106
Wracking Touch  Washing Touch  Washi	sneak attac 20 DC	k damage if you posses Fort half  Saving Throw Will negates	action as the ability. 1 standard action  Time 1 standard	LEVEL 3	Target: Creature touc Medium (400 ft.) \ Target: 20-ftradius	Comp.	Spell Resistance Yes [harmless]	Conjuration [Cold] Caster Level: 30 School	Pg.106  Source
Wracking Touch  Washing Touch  Washing Touch  Washing Touch  Washing Touch  Washing	sneak attac 20 DC	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates	action ss the ability. 1 standard action  Time 1 standard action  1 standard	LEVEL 3	Target: Creature touc  Medium (400 ft.) \ Target: 20-ftradius  Range ( Touch S  Target: Living creatur	Comp. S,M/DF	Spell Resistance Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation	Pg.106  Source
Wracking Touch  ### To	DC 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text	Target: Creature touc Medium (400 ft.)  Target: 20-ftradius  Range Touch S  Target: Living creatur Close (100 ft.)  Target: One or more	Comp. S,M/DF es touche //S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless]	Conjuration [Cold] Caster Level: 30 School Transmutation Caster Level: 30	Source SC: p.8
Wracking Touch  Wracking Touch  Wracking Touch  Wracking Touch  Deal 1d6 +1 per caster level [max +10] plus you get so  Deal 1d6 +1 per caster level [max +10] plus you get so  Wracking Touch  Name  Anne	DC 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates	action ss the ability. 1 standard action  Time 1 standard action  1 standard action	LEVEL 3  Duration 2 hours/level; see text	Medium (400 ft.) \ Target: 20-ftradius  Range	Comp. S,M/DF es touche //S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation	Source SC: p.8
Wracking Touch  Wracking Touch  Wracking Touch  Wracking Touch  Deal 1d6 +1 per caster level [max +10] plus you get so  Deal 1d6 +1 per caster level [max +10] plus you get so  Wracking Touch  Name  Anne	DC 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action  1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level	Medium (400 ft.) \ Target: 20-ftradius  Range	Comp. 5,M/DF es touche 7,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Transmutation Caster Level: 30	Source SC: p.8
Wracking Touch  iffect: Deal 1d6+1 per caster level [max +10] plus you get signal 1d6+1 per caster level [max +10] plus you get signal 1d6+1 per caster level [max +10] plus you get signal 1d6+1 per caster level [max +10] plus you get signal 1d6+1 per caster level [max +10] plus you get signal 1d6+1 plus	DC 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]	action as the ability. 1 standard action  Time 1 standard action  1 standard action  1 immediate	LEVEL 3  Duration 2 hours/level; see text  1 minute/level	Medium (400 ft.) \ Target: 20-ftradius  Range	Comp. 5,M/DF es touche 7,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Transmutation Caster Level: 30	Source SC: p.8
Wracking Touch  Was a start level [max +10] plus you get start level [max +10] plus yo	DC 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level Instantaneous	Target: Creature touch Medium (400 ft.)  Target: 20-ftradius  Range ( Touch ( Target: Living creature Close (100 ft.)  Target: One or more impore than 30 ft. apart Close (100 ft.)  Target: One creature	Comp. 5,M/DF es touche 7,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination	Source SC: p.8
Wracking Touch  ###################################	DC 21 21 second roll.	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level Instantaneous	Target: Creature touch Medium (400 ft.)  Target: 20-ftradius  Range C Touch S Target: Living creature Close (100 ft.)  Target: One or more impore than 30 ft. apart Close (100 ft.)  Target: One creature	Comp. S,M/DF res toucher /,S,DF creatures, t	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination Caster Level: 30	Source SC: p.8 SC: p.9
Wracking Touch  ###################################	DC 21 21 second roll.	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level Instantaneous	Range Concerning the second of	Comp. S,M/DF res toucher /,S,DF creatures, t /,X //S,M/DF //3 levels	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation	Source SC: p.8 SC: p.9
Wracking Touch  ffect: Deal 1d6 +1 per caster level [max +10] plus you get so Deal 1d6 +1 per caster level [max +10] plus you get so Deal 1d6 +1 per caster level [max +10] plus you get so Deal 2d plus you  Name Deal 3d plus plus plus plus plus plus plus plus	DC 21 21 21 21 urrently on, 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A	action as the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level Instantaneous  24 hours	Range Concerning the second of	Comp. S,M/DF res toucher /,S,DF creatures, t /,X //S,M/DF //3 levels	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Transmutation Caster Level: 30  Divination Caster Level: 30  Transmutation Caster Level: 30  Caster Level: 30	Source SC: p.8 SC: p.9 PHB II: p.101
Wracking Touch  ffect: Deal 1d6 +1 per caster level [max +10] plus you get signal 1d6 +1 per caster level [max +10] plus you get signal 1d6 +1 per caster level [max +10] plus you get signal 1d6 +1 per caster level [max +10] plus you get signal 1d6 +1 per caster level    Name	DC 21 21 21 21 urrently on, 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level Instantaneous  24 hours	Medium (400 ft.)  Medium (400 ft.)  Target: 20-ftradius  Range Touch S Target: Living creatur  Close (100 ft.)  Target: One or more more than 30 ft. apart Close (100 ft.)  Target: One creature  Touch Target: One creature  Touch Target: You	Comp. S,M/DF res toucher /,S,DF creatures, t /,X //S,M/DF //3 levels	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	Source SC: p.8 SC: p.9 PHB II: p.101
Wracking Touch  ffect: Deal 1d6 +1 per caster level [max +10] plus you get st  Deal 1d6 +1 per caster level [max +10] plus you get st  Deal 1d6 +1 per caster level [max +10] plus you get st  Grants creatures of Glacial Cold  Name  Nam	DC 21 21 21 second roll. 21 urrently on, 21 nor. Gain B	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  ite attack.	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours	Target: Creature touch Medium (400 ft.)  Target: 20-ftradius  Range C Touch S Target: Living creature Close (100 ft.)  Target: One or more more more than 30 ft. apart Close (100 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: You Touch	Comp. 5,M/DF es touche /,S,DF creatures, t /,X /,S,M/DF /3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation	Source SC: p.8 SC: p.9 PHB II: p.101 SC: p.17
Wracking Touch  ###################################	DC 21 21 21 21 aurrently on, 21 nor. Gain B 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  None  N/A  negating harmful effect N/A  viiit eattack. Will negates [harmless]	action as the ability. I standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level	Range (Touch Starter touch Medium (400 ft.) (Annual Starter touch Starte	Comp. S,M/DF es touched S,S,DF es touched S,S,DF S,M/DF S,S,M/DF Slevels S,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Divination Caster Level: 30  Transmutation Caster Level: 30	Source SC: p.8 SC: p.9 PHB II: p.101 SC: p.17 SC: p.29 SC: p.32
Wracking Touch  ###################################	DC 21 21 21 second roll. 21 urrently on, 21 nor. Gain B	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  ite attack. Will negates	action as the ability. I standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours	Range Control of the second of	Comp. S,M/DF res toucher /,S,DF creatures, t /,X /,S,M/DF //3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Divination Caster Level: 30  Transmutation Caster Level: 30	Source SC: p.8 SC: p.9 PHB II: p.101 SC: p.17
Wracking Touch  Was a company of Glacial Cold  Was a cold	DC 21 21 second roll. 21 urrently on, 21 nor. Gain B 21 21 ation [3d6 p	k damage if you posses Fort half  Saving Throw Will negates [harmless] Will negates [harmless] None  N/A  negating harmful effec N/A  ite attack. Will negates [harmless]  Reflex half	action ss the ability. 1 standard action  Time 1 standard action  1 round  1 round  1 round	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  1 minute/level  tormy area.	Medium (400 ft.)  Medium (400 ft.)  Target: 20-ftradius  Range Touch Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apant Close (100 ft.)  Target: One creature Touch Target: One creature Personal Target: You Touch Target: Creature touc Medium (400 ft.)  Target: One or more slightning	Comp. 5,M/DF res toucher 7,S,DF creatures, 1,X 7,S,M/DF 73 levels 7,S,M 7,S ched 7,S 30-ftlong	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Evocation [Electricity] Caster Level: 30	Source SC: p.9  PHB II: p.101  SC: p.29  SC: p.32  PHB: p.207
Wracking Touch  Wracking Touch  Wracking Touch  Wracking Touch  Deal 1d6 +1 per caster level [max +10] plus you get stand to the plane you get stand to the plane you are cubic feect:  Altunes the affected creatures to the plane you are cubic feect:  Attunes the affected creatures to the plane you are cubic feect:  Attunes the affected creatures to the plane you are cubic feect:  Attunes the affected creatures to the plane you are cubic feect:  Attunes the affected creatures to the plane you are cubic feect:  Attunes the affected creatures to the plane you are cubic feect:  Cain +2 bonus to Str, +4 Dex, +4 Con, +4 natural arm  Blindsight  Feect:  Grant blindsight to 30 ft.  Call Lightning  Feect:  Calls down one lightning bolt/level [max 10] over dural	DC 21 21 21 urrently on, 21 nor. Gain B 21 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effec N/A  ite attack. Will negates [harmless]  Reflex half eer bolt] from sky; 3d10 None and Reflex	action ss the ability. 1 standard action  Time 1 standard action  1 round  1 round  1 round	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level	Medium (400 ft.)  Medium (400 ft.)  Target: 20-ftradius  Range Touch Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apart Close (100 ft.)  Target: One creature Touch Target: One creature Personal Target: You Touch Target: Creature touch Medium (400 ft.)  Target: One or more slightning	Comp. S,M/DF res toucher /,S,DF creatures, t /,X /,S,M/DF //3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Divination Caster Level: 30  Transmutation Caster Level: 30	Source SC: p.8 SC: p.9 PHB II: p.101 SC: p.17 SC: p.29 SC: p.32
Wracking Touch  Was a company of Glacial Cold  Was a cold of Gl	DC 21 21 21 arrently on, 21 21 21 21 21 21 21 21 21 21 21 21 21	k damage if you posses Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  None  N/A  negating harmful effect N/A  ite attack. Will negates [harmless]  Reflex half  eer boit] from sky; 3d10  None and Reflex partial; see text	action as the ability. I standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level	Medium (400 ft.)  Medium (400 ft.)  Target: 20-ftradius  Range Touch Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apant Close (100 ft.)  Target: One creature Touch Target: One creature Personal Target: You Touch Target: Creature touc Medium (400 ft.)  Target: One or more slightning	Comp. 5,M/DF res toucher /,S,DF creatures, /,X /,S,M/DF /3 levels /,S,M /,S,M /,S,M/DF /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Evocation [Electricity] Caster Level: 30	Source SC: p.9  PHB II: p.101  SC: p.29  SC: p.32  PHB: p.207
Wracking Touch  Siffect: Deal 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 plus you get stand 1d6+	DC 21 21 21 arrently on, 21 21 21 21 21 21 21 21 21 21 21 21 21	k damage if you posses Fort half  Saving Throw Will negates [harmless] Will negates [harmless] None  N/A  N/A  negating harmful effect N/A  ite attack. Will negates [harmless]  Reflex half  wer bott] from sky; 3d10 None and Reflex partial; see text resture it encounters as Will negates	action ss the ability. 1 standard action  Time 1 standard action  1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level	Medium (400 ft.)  Target: 20-ftradius  Range C Touch S Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apan Close (100 ft.)  Target: One creature Touch N Target: One creature Personal N Target: You Touch N Target: Creature touch Medium (400 ft.)  Target: One or more sightning Medium (400 ft.)  Target: 5-ftdiameter	Comp. 5,M/DF es touche /,S,DF creatures, t /,X /,S,M/DF /3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Divination  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Transmutation  Caster Level: 30  Evocation [Electricity] Caster Level: 30  Evocation [Air]	Source SC: p.9  PHB II: p.101  SC: p.29  SC: p.32  PHB: p.207
Wracking Touch  Was a state level [max +10] plus you get state a level [max +10] plus	DC 21 21 21 a +6 any c 21 a +6 any c 21	k damage if you posses Fort half  Saving Throw Will negates [harmless] Will negates [harmless] None  N/A  N/A  negating harmful effect N/A  ite attack. Will negates [harmless]  Reflex half  er bolt] from sky; 3d10 None and Reflex partial; see text resture it encounters at Will negates [harmless]	action ss the ability. 1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  tormy area. 1 round/level  caster. Movement 30 ft]; see text 1 round/level [D]	Medium (400 ft.)  Target: 20-ftradius  Range C Touch S Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apan Close (100 ft.)  Target: One creature Touch N Target: One creature Personal N Target: You Touch N Target: Creature touch Medium (400 ft.)  Target: One or more sightning Medium (400 ft.)  Target: 5-ftdiameter	Comp. 5,M/DF es touche /,S,DF /,S,M/DF //S,M/DF //S,M/DF /,S,M /,S,M/DF /,S,M /,S,M /,S,M /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]  Yes vertical lines of Yes	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30 Divination Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Evocation [Electricity] Caster Level: 30 Evocation [Air] Caster Level: 30	Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43
Wracking Touch  Effect: Deal 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1 per caster level [max +10] plus you get stand 1d6+1	DC 21 21 21 a +6 any c 21 a +6 any c 21	k damage if you posses Fort half  Saving Throw Will negates [harmless] Will negates [harmless] None  N/A  N/A  negating harmful effect N/A  ite attack. Will negates [harmless]  Reflex half  er bolt] from sky; 3d10 None and Reflex partial; see text resture it encounters at Will negates [harmless]	action ss the ability. 1 standard action  1 round  1 standard action  1 round  1 standard action  2 standard action  3 directed by 1 standard action  3 standard action  5 directed by 1 standard action  6 standard action  6 standard action  7 standard action  8 directed by 1 standard action  9 standard action  9 standard action  9 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  Instantaneous  24 hours  1 round/level  1 minute/level  tormy area. 1 round/level  caster. Movement 30 ft]; see text 1 round/level [D]	Medium (400 ft.)  Target: 20-ftradius  Range Touch Target: Living creature Close (100 ft.)  Target: One or more more than 30 ft. apart Close (100 ft.)  Target: One creature Touch Target: One creature Personal Target: You Touch Target: Creature touch Medium (400 ft.)  Target: One or more in the second of the	Comp. 5,M/DF es touche /,S,DF /,S,M/DF //S,M/DF //S,M/DF /,S,M /,S,M/DF /,S,M /,S,M /,S,M /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are No N/A N/A Yes [harmless]  Yes vertical lines of Yes	Conjuration [Cold] Caster Level: 30  School Transmutation Caster Level: 30  Divination Caster Level: 30  Transmutation Caster Level: 30  Transmutation Caster Level: 30  Transmutation Caster Level: 30  Transmutation Caster Level: 30  Evocation [Electricity] Caster Level: 30  Evocation [Air] Caster Level: 30  Transmutation	Source SC: p.8  SC: p.9  PHB II: p.101  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43

Married Marri	Corona of Cold	21	Fortitude negates		1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
Marrie   M	Effect:			action	010 010 0		spread		Caster Level: 30	
Part	as ong as they remain in the area.	our area								
Martin   M	· · ·		None		1 round/level			Yes	[Sonic]	SC: p.55
Company   Comp	All who are in the effect have -4 to listen. Spellcasters are									DUD 11 122
Part	·	21	(harmless)		1 hour/level [D] or until discharged			Yes (harmless)		PHB II: p.107
Second	+2 competence bonus to Listen and Spot checks or if sub					-				
Marriad   Marr		21	Fortitude half [object]		Instantaneous					SC: p.56
Section   Part	Deal 1d8/level [max 10d8] damage to structure, ignoring I					-				
Control   Cont		21			Instantaneous				(Healing)	PHB: p.216
The stand of the problem and t										
Martin   M	Daylight		None		10 minutes/level [D]			No		PHB: p.216
The part of the pa	Effect: 60-ft. radius of bright light.					Target: Object toucl	ned		Caster Level: 30	
March   Marc	□□□□□ Dehydrate	21	Fortitude negates		Instantaneous	Medium (400 ft.)	V,S,DF	Yes	Necromancy	SC: p.62
Commonweign	Effect: Deal 1d6 plus 1/3 caster levels [max +5].					Target: One living o	reature		Caster Level: 30	
Management of proteining service and proteining service and proteining and prot	Diminish Plants		None		Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
Comparison   Com	Effect: Reduces size or blights growth of normal plants.					Target: See text			Caster Level: 30	
Control of Control o	Dominate Animal	21	Will negates	1 round	1 round/level	Close (100 ft.)	V,S	Yes	(Compulsion)	PHB: p.224
Supplied the monetal control (1997)   Supplied the monetal control (1997)   Supplied the monetal control (1997)   Supplied (1997)   Supp	Effect:					Target: One animal			. 0,	
Part of the file of the control of		21	Reflex partial; see text		Instantaneous	-	V,S,M	Yes		SC: p.72
	Effect:						-ft. radius, 1	100 ft. high]	Caster Level: 30	
But missed and contact processes and particulated an anatomial proclature contacts with the subtines of strategies and anatomial proclature contacts with the subtines of strategies and anatomial processes and anatomial p						Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
	Effect:					Target: Living create				
	Earth and stone damage is treated as nonlethal [includes Energy Vortex			1 standard		20 ft.	V,S	Yes		SC: p.81
Target And counter 10% -1 records 10% -1 records (10% -1 records 10% -1 records				action					Cold, Fire,	
Section   Continue	Effect:						s within a 20	0-ftradius burst		
Case	Choose a energy type and it causes 1d8 +1/caster level as well.			-					_	
Each tense you successfully entire for your center angregion as free action, significantly or horizontally seek for any out or work of the foliation of monitoring the foliation of the fol	□□□□□ Entangling Staff	21			ı rouna/ievei [D]			res [narmless]		o∪: p.83
Personal P		pple as	a free action, +8 grappl	e check. De	als an additional 2d6 damage for grap		touched		Caster Level: 30	
The control to the ladder with a 10-doot reach. As a fine a color of the control to the ladder with a 10-doot reach. As a fine a color of the control of the color of the co	lethal or nonlethalj; see text  Company of the comp				1 round/level	Personal	V,S,M		Transmutation	PHB II: p.113
March   Competence bound on Hole and Move Stiently Checks   Service And Serv	Effect:								Caster Level: 30	
Fire   Control   Fire   Fire   Control   Fire	and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Mo	odifier. A	Also gain +4 bonus on C	limb checks	5		VCME	NI/A	T	CC: - 02
Second   Personal   V		21	N/A	i iouna	i minute/level		V,3,IVI,F	N/A	[Fire]	3C. p.93
Second   Part	Attack or Fly; see text.	24	NI/A	4ift	4		V	NI/A		00 00
This spelf functions like filty, except as noted.  21 NA 1 standard 1 hour/level [D] Personal V.S. NA Transmutation Sc. p. 98  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 swift 1 roundfevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 swift 1 roundfevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 swift 1 roundfevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  1 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  2 standard 10 minutes/sevel action  Finder Central +10 competence bonus on Hide and Move Silently chacks.  Finder Central +10 competence bonus on Hide and Move Silently chacks.  Finder Central +10 competence bonus on Hide and Move Silently chacks.  Finder Central +10 competence hide action in the	•	21	N/A		i round		V	N/A		SC: p.96
### All Competence bonus on Hide and Move Sitently checks.   Grant's 10 competence bonus on Hide and Move Sitently checks.   Grant's 10 competence bonus on Hide and Move Sitently checks.   Grant's 10 competence bonus on Hide and Move Sitently checks.   Target 10 competence bonus on	This spell functions like fly, except as noted.	-	NI/A	A store to a t	41		V 0	N/A		20
Caracter   Competence borus on hides and Move Silently the observed brown boulders; see text   Target: One pebble/3 levels		21	N/A		1 nour/level [D]		V,S	N/A		SC: p.98
Filed: Second boulders; see text	Grants +10 competence bonus on Hide and Move Silently	y check		4 . '0	4 10 1		V0.M	N.		00 105
Pebbles become boulders; see text   Fortitude negates   International Procession   International Pro			None		1 round/level			No	[Earth]	SC: p.105
flammless    action   Farget: Creature touched   Caster Level: 30	Pebbles become boulders; see text					Target: One pebble	3 levels		Caster Level: 30	
Gain additional pair of arms; see text    Caster Level: 30   Sc. p. 113	□□□□□ Girallon's Blessing	21	Lartituda pagatas						_	
action Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].  Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].  Target One Creature  Caster Level: 30  Close (100 ft.) V, S. Yes Evocation [Cold] SC: p.118  Target One creature  Caster Level: 30  Target One creature  Caster Level: 30  Target One creature  Caster Level: 30  Target One lance of ice  Target One lance of ice  Caster Level: 30  Target One lance of ice  Caster Level: 30  Target One lance of ice  Target One lance of ice  Caster Level: 30  Target One lance of ice  Target One lanc					10 minutes/level	Touch		Yes [harmless]		SC: p.106
Target becomes fatigued (if fatigued it becomes exhausted), takes 2d6 nonlethal heat   with or without save).    Close (100 ft.)   V.S.   Yes   Evocation [Cold]   Sc: p.118	· ·		[harmless]	action		Touch  Target: Creature to	uched		Caster Level: 30	
Target: One creature   Inax 10d6  and becomes fatigued. Save halves damage and negates fatigue.   Target: One creature   Inax 10d6  and becomes fatigued. Save halves damage and negates fatigue.   Target: One creature   Inax 10d6  and becomes fatigued.   Save halves damage and negates fatigue.   Target: One lance of ice   Caster   Level: 30	Heatstroke	21	[harmless]	action  1 standard		Touch  Target: Creature too  Medium (400 ft.)	v,S		Caster Level: 30 Transmutation	
Deals 1 dis per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.  21 Fortitude partial 1 standard Instantaneous action	□□□□□ Heatstroke  Effect:  Target becomes fatigued [if fatigued it becomes exhauste	ed], take	[harmless]  Fortitude partial es 2d6 nonlethal heat [w	action  1 standard action ith or withou	Instantaneous ut save].	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatu	v,S re	Yes [harmless]	Caster Level: 30 Transmutation Caster Level: 30	SC: p.113
action Target: One lance of ice Creaters an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.  Target: One lance of ice Caster Level: 30  Touch V,S,M Yes Necromancy SC: p.123  Target: Creature touched Caster Level: 30  Targe	□□□□ Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste □□□□□ Hypothermia	ed], take	[harmless]  Fortitude partial es 2d6 nonlethal heat [w	1 standard action ith or withou 1 standard	Instantaneous ut save].	Touch Target: Creature tou Medium (400 ft.) Target: One Creatu Close (100 ft.)	v,S re V,S	Yes [harmless]	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold]	SC: p.113
Creates an ice lance; ranged touched attack at +4, if it hit causes 6d8 points, make save or be stunned for 1d4 rounds.    Count   Cou	☐☐☐☐☐ Heatstroke  Effect:     Target becomes fatigued [if fatigued it becomes exhauste     ☐☐☐☐☐ Hypothermia  Effect:     Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 jued. Sa	Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial we halves damage and	1 standard action ith or withou 1 standard action negates fatig	Instantaneous ut save]. Instantaneous igue.	Touch Target: Creature tou Medium (400 ft.) Target: One Creatu Close (100 ft.) Target: One creature	v,S re V,S	Yes [harmless]	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30	SC: p.113 SC: p.118
action  Target: Creature touched Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.127    Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.127    Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.127    Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.133    Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.133    Caster Level: 30    Close (100 ft.) V,S Yes [harmless] Transmutation SC: p.133    Caster Level: 30    Close (100 ft.) V,S DF Yes (harmless) Transmutation SC: p.133    Caster Level: 30    Close (100 ft.) V,S DF Yes (harmless) Transmutation PHB: p.250    Caster Level: 30    Close (100 ft.) V,S DF Yes (harmless) Transmutation PHB: p.250    Caster Level: 30    Close (100 ft.) V,S DF Yes (harmless) Transmutation PHB: p.250    Caster Level: 30    Close (100 ft.) V,S DF Yes (harmless) Transmutation PHB: p.250    Caster Level: 30    Caster Level	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste	ed], take 21 jued. Sa	Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial we halves damage and	action  1 standard action ith or withou 1 standard action negates fatig 1 standard	Instantaneous ut save]. Instantaneous igue.	Touch Target: Creature tou Medium (400 ft.) Target: One Creatu Close (100 ft.) Target: One creatur Medium (400 ft.)	v,s re v,s re v,s	Yes [harmless]	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation)	SC: p.113 SC: p.118
Deal 1d4 constitution per round. Save ends the spell and the effect.    Close (100 ft.)   V,S   Yes [harmless]   Transmutation   SC: p.127	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Heatstroke]  Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig  Heatstroke  Effect: Creates an ice lance; ranged touched attack at +4, if it hit	ed], take 21 gued. Sa 21 t causes	Fortitude partial se 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial sed6 points, make save	action  1 standard action ith or withou 1 standard action negates fatig 1 standard action or be stunned action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ed for 1d4 rounds.	Touch Target: Creature tot Medium (400 ft.) Target: One Creatu Close (100 ft.) Target: One creatur Medium (400 ft.) Target: One lance of	v,s re v,s re v,s re	Yes [harmless] Yes	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30	SC: p.113 SC: p.118 SC: p.119
Caster Level: 30   Caster Leve	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes	Fortitude partial se 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial sed6 points, make save	action  1 standard action ith or without 1 standard action negates fatig 1 standard action or be stunned 1 standard 1 standard 1 standard	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ed for 1d4 rounds.	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatur  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of	v.s re v.s.F of ice v.s.M	Yes [harmless] Yes	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy	SC: p.113 SC: p.118 SC: p.119
Doubles the critical threat range of one natural weapon.  I lion's Charge  21 N/A  1 swift action  Target: You  Caster Level: 30  Gain pounce ability [make full attack after a charge].  Target: You  Caster Level: 30  Target: You  Target: You  Target: You  Target: You  Target: You  Target: You  Caster Level: 30  Caster Level: 30  Target: You  Caster Level: 30  Target: You  Caster Level: 30  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: Creature touched	Heatstroke  Effect: Hypothermia  Hypothermia	ed], take 21 gued. Sa 21 t causes 21 the effe	[harmless]  Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial sve halves damage and Fortitude partial s 6d6 points, make save Fortitude negates	action  1 standard action  iith or withou 1 standard action negates fatig 1 standard action or be stunned 1 standard action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatur  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tou	v,s re v,s re v,s,F re v,s,F	Yes [harmless] Yes Yes	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30	SC: p.113 SC: p.118 SC: p.119 SC: p.123
action  Target: You Caster Level: 30  Gain pounce ability [make full attack after a charge].  Target: One living creature  Close (100 ft.) V,S, DF Yes (harmless) Transmutation PHB: p.250  Target: One living creature  Caster Level: 30  Transmutation [Earth]  Target: You Caster Level: 30  Transmutation [Earth]  Target: You Caster Level: 30  Caster Level: 30  Transmutation Sc: p.145  Target: Creature touched Caster Level: 30  Target: Creature touched Caster Level: 30  Target: Creature touched Caster Level: 30	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe	[harmless]  Fortitude partial ss 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial 6 6d6 points, make save Fortitude negates with	action  1 standard action iith or withou 1 standard action negates fatig 1 standard action or be stunned 1 standard action  1 standard action  1 standard	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatur  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tou  Close (100 ft.)	uched V,S re V,S e V,S,F of ice V,S,M uched V,S	Yes [harmless] Yes Yes Yes Yes [harmless]	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation	SC: p.113 SC: p.118 SC: p.119 SC: p.123
Gain pounce ability [make full attack after a charge].	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial 6 6d6 points, make save Fortitude negates will negates [harmless]	action  1 standard action ith or withou 1 standard action negates fati, 1 standard action or be stunn 1 standard action 1 standard action 1 standard action	Instantaneous ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatu  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tou  Close (100 ft.)  Target: One natural target creatures	v,s re V,s,e V,s,F of ice V,s,M uched V,s slashing or	Yes [harmless] Yes Yes Yes Yes piercing weapon of	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127
## Agree of Caster Level: 30   Transmutation   PHB: p.250	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial 6 6d6 points, make save Fortitude negates will negates [harmless]	action  1 standard action ith or withou 1 standard action negates fatig 1 standard action or be stunned 1 standard action  1 standard action  1 standard action  1 standard action	Instantaneous ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creatu  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tou  Close (100 ft.)  Target: One natural target creatures	v,s re V,s,e V,s,F of ice V,s,M uched V,s slashing or	Yes [harmless] Yes Yes Yes Yes piercing weapon of	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127
Target: One living creature  Target: One living creature  Caster Level: 30  Transmutation  [Earth]  Transmutation  [Earth]  Transmutation  [Earth]  Transmutation  [Earth]  Transmutation  [Earth]  Transmutation  [Earth]  Transmutation  Sc: p.145  Transmutation  Sc: p.145  Transmutation  Transmutation  Transmutation  Sc: p.145	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial 6 6d6 points, make save Fortitude negates will negates [harmless]	action  1 standard action ith or withou 1 standard action negates fatig 1 standard action or be stunned 1 standard action  1 standard action  1 standard action  1 standard action	Instantaneous ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels	Touch  Target: Creature tot  Medium (400 ft.)  Target: One Creatu  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tot  Close (100 ft.)  Target: One natural target creatures  Personal	v,s re V,s,e V,s,F of ice V,s,M uched V,s slashing or	Yes [harmless] Yes Yes Yes Yes piercing weapon of	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127
Standard 10 minutes/level action   Personal   V,S, DF   No   Transmutation   PHB: p.252   Earth    Earth    Caster Level: 30   Caster Level: 30   Earth    Caster Level:	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 t the effe 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial 6 6d6 points, make save Fortitude negates will negates [harmless] N/A Will negates	action  1 standard action ith or withou 1 standard action negates fati, 1 standard action or be stunn 1 standard action 1 standard action 1 standard action 1 swift action 1 standard	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level	Touch  Target: Creature tot  Medium (400 ft.)  Target: One Creatu  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tot  Close (100 ft.)  Target: One natural target creatures  Personal  Target: You	v,s re v,s,r v,s,r of ice v,s,M uched v,s slashing or	Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Caster Level: 30 Caster Level: 30 Caster Level: 30	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133
Effect: Target: You Caster Level: 30  You and your gear merge with stone.  1 Fortitude negates 1 standard 10 minutes/level Touch V,S Yes [harmless] Transmutation SC: p.145  Effect: Target: Creature touched Caster Level: 30  Target: Creature touched Caster Level: 30	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe 21 21	[harmless]  Fortitude partial  ss 2d6 nonlethal heat [w Fortitude partial  ve halves damage and Fortitude partial  6 d66 points, make save Fortitude negates  csct.  Will negates [harmless]  N/A  Will negates (harmless)	action  1 standard action ith or withou 1 standard action negates fati, 1 standard action or be stunn 1 standard action 1 standard action 1 standard action 1 swift action 1 standard	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level	Touch  Target: Creature for Medium (400 ft.)  Target: One Creature Close (100 ft.)  Target: One creature Medium (400 ft.)  Target: One lance of Touch  Target: Creature for Close (100 ft.)  Target: One natural target creatures Personal  Target: You  Close (100 ft.)	v,s re v,s re v,s,F frice v,s,M uched v,s slashing or v	Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133
Nature's Balance 21 Fortitude negates   1 standard 10 minutes/level   Touch V,S Yes [harmless]   Transmutation SC: p.145      Feffect: Target: Creature touched   Caster Level: 30	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig	ed], take 21 gued. Sa 21 t causes 21 the effe 21 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial ses 2d6 points, make save Fortitude negates will in legates [harmless]  N/A Will negates (harmless)  amage rolls.	action  1 standard action iith or withou 1 standard action negates fatit, 1 standard action or be stunnt 1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round 1 hour/level	Touch  Target: Creature tou Medium (400 ft.)  Target: One Creatur Close (100 ft.)  Target: One creatur Medium (400 ft.)  Target: One lance of Touch  Target: Creature tou Close (100 ft.)  Target: One natural target creatures Personal  Target: You Close (100 ft.)  Target: One living of	v,s re v,s,e v,s,F of ice v,s,M uched v,s slashing or v v,s, DF reature	Yes [harmless] Yes Yes Yes Yes [harmless] Piercing weapon of N/A Yes (harmless)	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation	SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127 SC: p.133 PHB: p.250
Effect: Target: Creature touched Caster Level: 30 Take -4 to one ability score [Str, Dex, Con] and target gains like amount.	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig   loelance  Effect: Creates an ice lance; ranged touched attack at +4, if it hit   loelance   Infestation of Maggots  Effect: Deal 1d4 constitution per round. Save ends the spell and   loelance   Jagged Tooth  Effect: Doubles the critical threat range of one natural weapon.   loin's Charge  Effect: Gain pounce ability [make full attack after a charge].   loin's Charge  Effect: Cfect:	ed], take 21 gued. Sa 21 t causes 21 the effe 21 21	[harmless]  Fortitude partial ses 2d6 nonlethal heat [w Fortitude partial we halves damage and Fortitude partial ses 2d6 points, make save Fortitude negates will in legates [harmless]  N/A Will negates (harmless)  amage rolls.	action  1 standard action iith or withou 1 standard action negates fatit, 1 standard action or be stunnt 1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round 1 hour/level	Touch  Target: Creature tou Medium (400 ft.)  Target: One Creatu Close (100 ft.)  Target: One creatur Medium (400 ft.)  Target: One lance of Touch  Target: Creature tou Close (100 ft.)  Target: One natural target creatures Personal  Target: You Close (100 ft.)  Target: One living of Personal	v,s re v,s,e v,s,F of ice v,s,M uched v,s slashing or v v,s, DF rreature	Yes [harmless] Yes Yes Yes Yes [harmless] Piercing weapon of N/A Yes (harmless)	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Transmutation Caster Level: 30	SC: p.113 SC: p.118 SC: p.119 SC: p.123 SC: p.127 SC: p.133 PHB: p.250
	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatig   loelance  Effect: Creates an ice lance; ranged touched attack at +4, if it hit   loelance   Infestation of Maggots  Effect: Deal 1d4 constitution per round. Save ends the spell and   loelance   Jagged Tooth  Effect: Doubles the critical threat range of one natural weapon.   loin's Charge  Effect: Gain pounce ability [make full attack after a charge].   loin's Charge  Effect: Cfect:	edd, take 21 21 to causes 21 the effe 21 21 21 21 4 k and da	[harmless]  Fortitude partial  ss 2d6 nonlethal heat [w Fortitude partial  we halves damage and Fortitude partial  s 6d6 points, make save Fortitude negates  will negates [harmless]  N/A  Will negates (harmless)  amage rolls. None	action  1 standard action ith or withou 1 standard action negates fatig 1 standard action or be stunn 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round  1 hour/level	Touch  Target: Creature tou  Medium (400 ft.)  Target: One Creature  Close (100 ft.)  Target: One creature  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tou  Close (100 ft.)  Target: One natural  target creatures  Personal  Target: You  Close (100 ft.)  Target: One living of  Personal  Target: You	v,s re v,s,F of ice v,s,M uched v,s slashing or v v,s, DF reature v,s, DF	Yes [harmless] Yes Yes Yes Yes Yes [harmless] Piercing weapon of N/A Yes (harmless) No	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation Caster Level: 30	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133  PHB: p.250  PHB: p.252
	Heatstroke  Effect: Target becomes fatigued [if fatigued it becomes exhausted] Hypothermia  Effect: Deals 1d6 per caster level [max 10d6] and becomes fatiged] Creates an ice lance; ranged touched attack at +4, if it hit limits and it land	t causes 21 the effe 21 21 21 21 21 21 21	[harmless]  Fortitude partial  se 2d6 nonlethal heat [w Fortitude partial  we halves damage and Fortitude partial  6 6d6 points, make save Fortitude negates  will negates [harmless]  N/A  Will negates (harmless)  umage rolls. None	action  1 standard action ith or withou 1 standard action negates fatig 1 standard action or be stunn 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	Instantaneous  ut save]. Instantaneous  igue. Instantaneous  ned for 1d4 rounds. 1 round/2 levels  10 minutes/level  1 round  1 hour/level	Touch  Target: Creature tot  Medium (400 ft.)  Target: One Creatu  Close (100 ft.)  Target: One creatur  Medium (400 ft.)  Target: One lance of  Touch  Target: Creature tot  Close (100 ft.)  Target: One natural target creatures  Personal  Target: You  Close (100 ft.)  Target: One living of  Personal  Target: You  Touch	v,s re v,s,r of ice v,s,M uched v,s slashing or v v,s, DF reature v,s, DF	Yes [harmless] Yes Yes Yes Yes Yes [harmless] Piercing weapon of N/A Yes (harmless) No	Caster Level: 30 Transmutation Caster Level: 30 Evocation [Cold] Caster Level: 30 Conjuration (Creation) Caster Level: 30 Necromancy Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation	SC: p.113  SC: p.118  SC: p.119  SC: p.123  SC: p.127  SC: p.133  PHB: p.250  PHB: p.252

			Druia S	pelis					
□□□□□ Nature's Rampart  Effect:		None	10 minutes Instantaneous	•	Medium (400 ft.)  Target: Structure up	V,S,F	No uare	Transmutation Caster Level: 30	SC: p.146
Shapes natural setting into a formidable defense.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	21	Will negates (harmless, object)	1 standard 10 minutes/level action		Touch		Yes (harmless, object)		PHB: p.257
Effect: Immunizes subject against poison, detoxifies venom in	or on sub		1 standard Instantaneous		Target: Creature or touched See text		to 1 cu. ft./level.	Caster Level: 30	PHB: p.262
Effect:			action		Target: See text	.,.,		Caster Level: 30	
Grows vegetation, improves crops.  Poison	21	Fortitude negates; see text	e 1 standard Instantaneous; see tex action	xt	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	21	N/A	1 standard 1 minute/level		Target: Living create Personal	ure touched V,S,DF	N/A	Caster Level: 30 Transmutation	SC: p.161
Effect: You assume the physical appearance and many of the	aualities	and abilities of a chose	action	see text	Target: You			Caster Level: 30	
□□□□□ Protection from Energy	21	Fortitude negates (harmless)	1 standard 10 minutes/level or untaction		Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect: Absorb 12 points of damage/level [max 120] from one k  Cultural Quench	ind of en 21		1 standard Instantaneous		Target: Creature tou Medium (400 ft.)	V,S, DF	No or Yes (object)	Caster Level: 30 Transmutation	PHB: p.267
Effect: Extinguishes nonmagical fires or one magic item.		(object)	action		Target: 20-ft. cube/litem	evel [S] or o	one fire-based magic	Caster Level: 30	
Quillfire	21	N/A	1 standard 1 round/level action		Personal Target: You	V,S	N/A	Transmutation	SC: p.164
Quills inflict 1d8 or thrown range 10 ft; see text.	21	Fortitude negates	1 standard Instantaneous		Target: You Touch	V,S	Yes (harmless)	Caster Level: 30 Conjuration	PHB: p.271
Effect: Cures all diseases affecting subject.		(harmless)	action		Target: Creature tou	uched		(Healing) Caster Level: 30	
Resist Energy, Mass	21	Fortitude negates [harmless]	1 standard 10 minutes/level action		Close (100 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect: As resist energy, except that it affects all targeted creat  Girling Sink	ures. 21	Will negates	1 standard 1 round		Target: One creatur more than 30 ft. apa Close (100 ft.)	erlevel, no t art V,S,DF	Yes	Caster Level: 30 Transmutation	SC: p.190
Effect: Affect creatures sink 100 ft./round; see text.			action		than 30 ft. apart			Caster Level: 30	
□□□□□ Sleet Storm  Effect:		None	1 standard 1 round/level action		Long (1600 ft.)  Target: Cylinder 40	V,S,M/DF	No	Conjuration (Creation) [Cold] Caster Level: 30	PHB: p.280
Hampers vision and movement.  Snakebite	21	N/A	1 standard 1 round/level [D] action		Personal	V,S	N/A	Transmutation	SC: p.193
Effect: Turns one of your arms into a venomous snake; see tex	ct.	New			Target: You	V 0 DE	N.	Caster Level: 30	DUD - 000
□□□□□ Snare  Effect: Creates a magic booby trap.		None	3 rounds Until triggered or broke	en	Touch  Target: Touched no thong with a 2 ft. dia	V,S, DF inmagical ci	No rcle of vine, rope, or	Transmutation Caster Level: 30	PHB: p.280
□□□□ Snowshoes, Mass	21	Will negates [harmless]	1 standard 1 hour/level [D] action		Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect: Same as Snowshoes, except as noted.  Speak with Plants		None	1 standard 1 minute/level		than 30 ft. apart Personal	v,S	wo of which are more	Caster Level: 30 Divination	PHB: p.282
Effect: You can talk to normal plants and plant creatures.			action		Target: You			Caster Level: 30	
⊒□□□□Spiderskin	21	Will negates [harmless]	1 standard 10 minutes/level action		Touch		Yes [harmless]	Transmutation	SC: p.202
Grants recipient +1 to natural AC, +1 save against poise  Grants recipient +1 to natural AC, +1 save against poise	on and +	bonus to Hide checks Reflex partial	1 standard 1 hour/level [D]	+5].	Target: Creature tou Medium (400 ft.)	V,S, DF	Yes	Caster Level: 30 Transmutation	PHB: p.283
Effect:  Creatures in area take 1d4 damage, may be slowed.			action		Target: 20-ft. square	es/level		Caster Level: 30	
⊒⊒⊒⊒⊒Spikes  Effect:		None	1 standard 1 hour/level action		Touch	V,S,M	No	Transmutation  Caster Level: 30	SC: p.202
As brambles, except affected weapon gains +2 enhanc	ement ba	nus and threat range de	1 standard 1 round/level [D]		Target: Wooden we Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
Effect:  Jaws attempt to grapple the target; see text			action		Target: Jaws of force	e		Caster Level: 30	
□□□□□ Standing Wave	21	Reflex negates	1 standard 10 minutes/level [D] action		Close (100 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
Transports across water; see text.		None	1 standard Instantaneous		Touch	V,S,M/DF	e or object within range	Transmutation	PHB: p.284
Effect: Sculpts stone into any shape.			action		Target: Stone or sto +1 cu. ft./level	one object to	ouched, up to 10 cu. ft.		
Summon Nature's Ally III		None	1 round 1 round/level [D]		Close (100 ft.)		No no two of which can be	Conjuration (Summoning)	PHB: p.288
Calls creature to fight.	21	N/A	1 standard 1 round/level [D]		more than 30 ft. apa Personal		N/A	Transmutation	SC: p.219
Effect: Sprout thoms from your skin that makes your unarmed					Target: You			Caster Level: 30	
□□□□□Thunderous Roar  Effect:	21	Fortitude partial; see text	1 standard Instantaneous action		Long (1600 ft.)  Target: 20-ftradius	V,S,DF burst	Yes	Evocation [Sonic]  Caster Level: 30	SC: p.220
All creatures in the area take 1d6 sonic damage per two	caster le 21	evels; see text. N/A	1 standard 1 hour/level action		Personal	V,S	N/A	Divination	SC: p.223
Effect: Detect copper, silver, gold, platinum, and gems within 3					Target: You			Caster Level: 30	
□□□□ Tremor  Effect:	21	See text	1 standard 1 round/3 levels action		Medium (400 ft.)  Target: 40-ftradius	V,S,DF spread	No	Evocation [Earth]  Caster Level: 30	SC: p.223
Disrupts concentration; see text.	21	Will negates [harmless]	1 standard 10 rounds + 1 round/le action	evel [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing		r the duration of the sp	ell at 2 hp automatically healed per		Target: Living create			Caster Level: 30	SC: n 200
□□□□□ Vigor, Mass Lesser  Effect:	21	Will negates [harmless]	1 standard 10 rounds + 1 round/le action				Yes [harmless] no two of which can be	Conjuration (Healing) Caster Level: 30	SC: p.229
Same as lesser vigor except it grants all targets fast he	aling abili 21	ty for the duration of the See text	e spell at 1 hp automatically healed 1 standard 10 minutes/level action	per round.	more than 30 ft. apa Medium (400 ft.)	art	Yes	Conjuration (Creation)	SC: p.230
Effect: Creates a rapid growth of vines, see text.				ialia Carl	Target: 10-ftradius	/level sprea	d	Caster Level: 30	
			* =Domain/Speci	cality Spell					

				Druid Spells					
□□□□□Walk the Mountain's Path	21	Will negates (harmless)	1 standard	300 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
Effect: Target is not slowed by slopes, gains a climb speed equal	l to his	(,		ehancement honus to Jump and Balance	Target: Creature tou	uched		Caster Level: 30	
checks.	21	Will negates	-	2 hours/level; see text	Touch	V S M/DE	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.		(harmless)	action	2 Hours rever, see text	Target: Living create			Caster Level: 30	111b. p.300
□□□□□ Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level			Divination	SC: p.238
Effect: You may accurately predict the natural weather up to one	e week	into the future. If unna	tural forces	currently affect the weather then the spe		s +1-mile/le	vel centered on you	Caster Level: 30	
acts as detect magic.	21	None; see text		1 round/level	Medium (400 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect:			action			0 ft./level lo	ng and 5 ft./level high	Caster Level: 30	
Deflects arrows, smaller creatures, and gases.				LEVEL 4	[S]				
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk	-	None		10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Ai	
Effect: Subject treads on air as if solid [climb at 45-degree angle]	l.				Target: Creature [G	argantuan o	or smaller] touched	Caster Level: 30	
Antiplant Shell		None	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.200
Effect: Keeps animated plants at bay.					Target: 10-ftradius	emanation	, centered on you	Caster Level: 30	
□□□□□Arc of Lightning	22	Reflex half	1 standard	Instantaneous	Close (100 ft.)	V,S,M/DF	No	Conjuration (Creation)	SC: p.15
Effect:					Target: A line between	en two crea	atures	[Electricity] Caster Level: 30	
Create a bolt of electricity between two creatures causing  Bite of the Wereboar	1d6/le 22	vel [max 15d6] to both on N/A		d anything in between them.	Personal	V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 30	
Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite	attack 22	r; see text Fortitude half; see tex	t 1 standard	Instantaneous	, and the second	V,S, DF	Yes	Necromancy	PHB: p.206
Effect:		,	action		Target: one plant/pla			Caster Level: 30	
Withers one plant or deals 1d6/level damage to plant crea  Blindsight, Greater	ture. 22	Will negates	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
Effect:		[harmless]	action		Target: Creature tou			Caster Level: 30	
Grant blindsight to 30 ft.  Bottle of Smoke		None	10 minutes	s 1 hour/level	Touch	V,S,F	No	Conjuration	SC: p.37
Effect:					Target: One smoky,			(Creation) Caster Level: 30	
Creates a steed made of smoke.  Briartangle	22	Reflex half	1 standard	30 minutes [D]	Long (1600 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
Effect:			action		Target: Plants in a 4	10-ftradius	spread	Caster Level: 30	
Each entangled creature takes 1d8+15 in each subsequer  Burrow, Mass	nt roun 22	id it attempts to break fr Will negates		it takes a like amount of damage.  1 minute/level [D]			Yes [harmless]	Transmutation	SC: p.41
Effect:		[harmless]	action		Target: One creatur	e/level, no t	two of which can be	Caster Level: 30	
Same as Burrow, except effects multiple creatures.  Call of Stone	22	Fortitude partial	1 standard	1 round/2 levels	more than 30 ft. apa Medium (400 ft.)	rt V,S	Yes	Transmutation	PHB II: p.105
Effect:			action		Target: One creatur	e		Caster Level: 30	
Target must make successive saves each round or slowly  Chain of Eyes	turn ir 22	nto stone statue. Will negates		1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
Effect:			action		Target: Living create	ure touched		Caster Level: 30	
Scrying sensor passed along by touch.  Command Plants	22	Will negates		1 day/level	Close (100 ft.)	V	Yes	Transmutation	PHB: p.211
Effect:			action					Caster Level: 30	
Sway the actions of one or more plant creatures.  Contagious Touch	22	Fortitude negates	1 standard	1 round/level	which can be more touch	v,S	Yes	Necromancy	SC: p.52
Effect:			action		Target: You			Caster Level: 30	
Any creature you hit with melee touch is afflicted with continuous Contingent Energy Resistance	22	N/A		1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
Effect: Same as Contigency, except it is more limited.					Target: You			Caster Level: 30	
Control Water	22	None; see text	1 standard action	10 minutes/level [D]		V,S,M/DF		Transmutation [Water]	PHB: p.214
Effect: Raises or lowers bodies of water.					level [S]		0-ft. by 10-ft. by 2-ft. pe		
Creeping Cold, Greater	22	Fortitude half	1 standard action	See text	Close (100 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.56
Effect: As creeping cold, but has a higher damage cap with additional additional actions are supported by the control of the c					Target: One creatur			Caster Level: 30	BUB 211
Cure Serious Wounds	22	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage.		No	4		Target: Creature tou		N	Caster Level: 30	DUD GOO
Dispel Magic		None	1 standard action	Instantaneous		V,S	No	Abjuration	PHB: p.223
Effect: Cancels magical spells and effects.	22	N/A	1 minute	1 hour/lovel	Target: One spellca 20-ftradius burst			Caster Level: 30	SC: n 81
Effect:	22	N/A	ı minute	1 hour/level	Personal  Target: You	V,S	N/A	Transmutation  Caster Level: 30	SC: p.81
Gain enhancement to your next wild shape; See text.  Gain enhancement to your next wild shape; See text.	22	N/A	1 standard	10 minutes/level [D]	Personal	V,S	N/A	Transmutation	SC: p.84
Effect:			action		Target: You			Caster Level: 30	
Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, L	isten, S 22	Spot and Survival check Fortitude negates	1 standard	nt ability. I Instantaneous		V,S	Yes	Abjuration [Air]	SC: p.86
Effect:			action				centered on you, with	Caster Level: 30	
Creates a hurricane with you unaffected at the center; see	e text 22	Reflex half		Instantaneous	10-ftradius quiet au Medium (400 ft.)			Evocation [Fire]	PHB: p.231
Effect:			action		Target: Cylinder 10			Caster Level: 30	
Smite foes with divine fire for 1d6/level [max 15d6] damag	je. 22	Will negates		10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
Effect:		(harmless)	action		Target: You or creat	ture touche	d	Caster Level: 30	
Subject moves normally despite impediments.  Giant Vermin		None		1 minute/level	Close (100 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
Effect:			action		Target: Up to three		two of which can be	Caster Level: 30	
Turns centipedes, scorpions, or spiders into giant vermin.				* =Domain/Speciality Spell	more than 30 ft. apa	ai t			

□□□□□ Healing Spirit				Druid Spells					
	22		1 standard	1 round/2 levels	Close (100 ft.)	/,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.114
Effect: Create a spirit that heals with positive energy 1d8 [undea	ıd ara dı				Target: One conjured	healing sp	oirit	Caster Level: 30	
icleate a spirit that reals with positive energy roo furnear increase a spirit that reals with the energy roo furnear increase a spirit that reals with the energy roo furnear increase a spirit that reals with the energy roo furnear increase a spirit that reals with the energy roo furnear increase a spirit that reals with the energy roo furnear increase a spirit that rea	u are de	None	1 standard action	1 full round	Long (1600 ft.) V  Target: Cylinder 20	/,S,M/DF	Yes	Evocation [Cold]  Caster Level: 30	PHB: p.243
Hail deals 5d6 damage in cylinder 40 ft. across.					,		.,		
Jaws of the Wolf		None	action	1 round/level [D]	Close (100 ft.) V  Target: One or more of		No orgs	Transmutation  Caster Level: 30	SC: p.127
Transform small wooden carvings into real worgs equal to		or every two caster levels Will negates		10 minutes/level [D]	Touch V	/,S	Yes	Abjuration	SC: p.130
Effect:			action		Target: You and one		ture/level	Caster Level: 30	
Descend into a protective bubble in the earth below, other				up and swallowed you. 1 round/level	-		Yes	Transmutation	SC: p.130
⊒□□□□ Languor  Effect:		•	action	i Tourid/ievei	Target: Ray	,3	res	Caster Level: 30	3C. p. 130
Ranged touch attack. Causes short term Strength loss an Last Breath	id slowii			Instantaneous	Touch V	/,S	Yes [harmless]	Transmutation	SC: p.130
Effect:			action		Target: Dead creature	e touched		Caster Level: 30	
Creature killed within 1 round returns to 0 hp.	22	N/A	3 rounds	Instantaneous		/,S,F/DF	N/A	Divination	SC: p.131
Learn area of 50 miles radius; see text  Magic Fang, Superior	22	N/A		1 round/level	Target: You Personal	/,S	N/A	Caster Level: 30 Abjuration	SC: p.136
Effect:			action		Target: You			Caster Level: 30	
Every natural weapon you possess becomes enchanted to Meteoric Strike	to +1 pe 22			l]. 1 round or until dischared	0 ft. V	/,S	See text	Transmutation	PHB II: p.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 cas	ster leve	see text	action	es take half the damage (SR applies an	Target: Your melee w	eapon		[Fire] Caster Level: 30	
eflex for half of that].	22			Instantaneous		/,S	Yes [object]	Necromancy	SC: p.141
□□□□□ Miasma of Entropy		negates [object]	action		Target: Cone-shaped			Caster Level: 30	
Accelerates decay in natural substances; see text	22	Fortitude holffining	1 stondard	Instantaneous	text		·		SC: p 442
Moon Bolt	22	Fortitude half[living] Will negates[undead]		Instantaneous	,		Yes	Evocation	SC: p.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three of					undead creatures, tha	at are <15			
Murderous Mist  Greate cloud of acciding het steem, see tout	22	Reflex partial; see text	1 standard action	1 round/level	Close (100 ft.) V  Target: Cloud spreads		No radius, 20 ft. high	Conjuration (Creation) Caster Level: 30	SC: p.145
Create cloud of scalding hot steam; see text.	22		1 standard action	1 round/level; see text	Close (100 ft.)	/,S,DF	No	Transmutation	SC: p.153
iffect: Grants temporary over the terrain of limbo.					Target: N/A			Caster Level: 30	
Grants temporary over the terrain of limbo.		None	1 immediate action	1 hour/level	20 ft. V	,	Yes [harmless]	Abjuration	SC: p.159
Effect: Gain temporary respite from the natural effects of a speci	ific nlan	۵			Target: One creature/ centered on you	level in a 2	20-ft. radius burst	Caster Level: 30	
DDDDD Poison Vines		Fortitude negates	1 standard	10 minutes/level		/,S,M	Yes	Conjuration (Creation)	SC: p.160
Effect: Creates vines like vine mine except vines have contact po	oioon: o		action		Target: 10-ftradius/le	evel spream	d	Caster Level: 30	
Creates when the while except when have contact properties have contact properties.  Ciffect:		None; see text	10 minutes	Instantaneous	Touch V Target: Dead creature		Yes (harmless)	Transmutation Caster Level: 30	PHB: p.270
Brings dead subject back in a random body.  DDDDDR Renewed Vigor	22	Fortitude negates	1 standard	Instantaneous; see text	30 ft. V	/,S	Yes (harmless)	Transmutation	PHB II: p.123
Effect:		(harmless)	action		Target: 30-ftradius- l		, ,	Caster Level: 30	
Remove the fatigued condition from all creatures in area, aster level.	and ext	hausted creatures beco	me fatigued.	+2 bonus to Constitution for 1 round pe		70101 001110	5.04 5.1 954	040107 20707. 00	
	22	None or Will negates; see text	1 standard	10 minutes/level [D]	10 ft. V	/,S, DF	Yes	Abjuration	PHB: p.271
		JUD TONE					centered on you	Caster Level: 30	
Repel Vermin		330 toxt			Target: 10 ft. radius e	manation		Caster Level. 30	
☐☐☐☐ Repel Vermin  Effect: Insects, spiders, and other vermin stay 10 ft. away.	22	Will negates	1 standard	24 hours			Yes [harmless]	Abjuration	SC: p.174
Repel Vermin  Thect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Thect:		Will negates [harmless]		24 hours		/,S,M/DF			SC: p.174
Repel Vermin  Flect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Flect: As resistance, except you grant the subject +3 resistance	e bonus.	Will negates [harmless]	1 standard : action	24 hours Instantaneous	Touch V  Target: Creature touc  Medium (400 ft.) V	/,S,M/DF hed /,S,DF		Abjuration  Caster Level: 30  Conjuration (Creation) [Water]	SC: p.178
Repel Vermin  Flect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Flect: As resistance, except you grant the subject +3 resistance	e bonus. 22	Will negates [harmless]  None; see text  osed Str check; see tex	1 standard 2 action  1 standard 1 action  t.	Instantaneous	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s	/,S,M/DF hed /,S,DF spread	Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30	SC: p.178
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  Rusting Grasp	e bonus. 22	Will negates [harmless]  None; see text  seed Str check; see tex None	1 standard action	Instantaneous	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi	/,S,M/DF  hed  /,S,DF  spread  /,S, DF  cal ferrous	Yes [harmless]  No  No sobject [or the volume	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation	SC: p.178
Repel Vermin  Fifect: Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater  Fifect: Rushing Waters  Fifect: Wave of water bull rushes from you with a +15 bonus on Rushing Grasp  Fifect: Your touch corrodes iron and alloys.	e bonus. 22 the oppo	Will negates [harmless] None; see text cosed Str check; see tex None	1 standard action  1 standard action  t. 1 standard action	Instantaneous See text	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmaging of the object within 31 ferrous creature	/,S,M/DF  hed  /,S,DF  pread  /,S, DF  cal ferrous ft. of the to	Yes [harmless]  No  No  sobject [or the volume uuched point] or one	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30	SC: p.178 PHB: p.273
Repel Vermin  Effect: Insects, spiders, and other vermin stay 10 ft. away. 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 Rusting Grasp  Effect: Your touch corrodes iron and alloys.	e bonus. 22 the oppo	Will negates [harmless]  None; see text  seed Str check; see tex None	1 standard action  1 standard action  t. 1 standard action	Instantaneous	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmaging of the object within 31 ferrous creature	/,S,M/DF thed /,S,DF theread /,S, DF cal ferrous ft. of the to	Yes [harmless]  No  No  sobject [or the volume uuched point] or one	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation	SC: p.178
Repel Vermin  Ffect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Ffect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Ffect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Ffect: Your touch corrodes iron and alloys.	bonus. 22 the opport	Will negates [harmless]  None; see text cosed Str check; see text None  Will negates  Fort negates	1 standard action  1 standard action  t. 1 standard action  1 standard action  1 standard 1	Instantaneous See text 1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 t ferrous creature See text V F Target: Magical sense.	/,S,M/DF thed /,S,DF theread /,S, DF cal ferrous ft. of the to	Yes [harmless]  No  No  sobject [or the volume uuched point] or one	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation Caster Level: 30  Divination (Scrying)	SC: p.178  PHB: p.273  PHB: p.274
Repel Vermin  Ffect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Ffect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Ffect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Ffect: Your touch corrodes iron and alloys.  Spies on subject from a distance.	bonus. 22 the opport	Will negates [harmless]  None; see text cosed Str check; see text None  Will negates  Fort negates	1 standard action  1 standard action  1 standard action  t.  1 standard action  1 hour	Instantaneous See text 1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 1 ferrous creature See text V F Target: Magical senso Long (1600 ft.) V	/,S,M/DF hed /,S,DF pread /,S, DF cal ferrous ft. of the to	Yes [harmless]  No  No object [or the volume uuched point] or one	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light]	SC: p.178  PHB: p.273  PHB: p.274
Repel Vermin  Flect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Flect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Flect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Flect: Your touch corrodes iron and alloys.  Flect: Spies on subject from a distance.  Spies on subject from a distance.  Spies on subject from a distance.  Flect: Flect: Creatures stunned for 1d6 rounds; natives of shadow vuliced.	the opport	Will negates [harmless]  None; see text cosed Str check; see text None  Will negates  Fort negates take damage; see text.	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action	Instantaneous See text 1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 I ferrous creature See text V F Target: Magical sense Long (1600 ft.) V Target: 20-ftradius s	/,S,M/DF  hed /,S,DF  pread /,S, DF  cal ferrous ft. of the to /,S,M/DF,	Yes [harmless]  No  No  sobject [or the volume uuched point] or one  Yes	Abjuration  Caster Level: 30  Conjuration (Creation) [Vater] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light]  Caster Level: 30	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186
Repel Vermin  Flect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Flect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Flect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Flect: Your touch corrodes iron and alloys.  Flect: Spies on subject from a distance.	the opport	Will negates [harmless]  None; see text  osed Str check; see text  None  Will negates  Fort negates	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action	Instantaneous See text 1 minute/level	Touch V  Target: Creature touc  Medium (400 ft.) V  Target: 15-ftradius s  Touch V  Target: One nonmagion of the object within 3 if ferrous creature  See text V  Farget: Magical sensor  Long (1600 ft.) V  Target: 20-ftradius s  Touch V	/,s,M/DF  hed  /,s,DF  pread  /,s,DF  cal ferrous ft. of the to  /,s,M/DF,  or  /,s,M/DF,  pread  /,s,M/DF,  or	Yes [harmless]  No  No object [or the volume uuched point] or one	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration	SC: p.178  PHB: p.273  PHB: p.274
Repel Vermin  Ffect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Ffect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Ffect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Ffect: Your touch corrodes iron and alloys.  Ffect: Spies on subject from a distance.  Spies on subject from a distance.  Ffect: Creatures stunned for 1d6 rounds; natives of shadow vuliding of the subject gains immunity to fatigue, exhaustion, and ability	the opportunity to the opportunity to the opportunity of the opportuni	Will negates [harmless]  None; see text  cosed Str check; see text  None  Will negates  Fort negates  take damage; see text.  Fortitude negates [harmless]  e or drain.	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 i ferrous creature See text V F Target: Magical sense Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creature	/,S,M/DF hed /,S,DF pread /,S,DF cal ferrous ft. of the to /,S,M/DF, cor /,S,M pread /,S,DF e touched	Yes [harmless]  No  No sobject [or the volume uuched point] or one  Yes  Yes  Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration Caster Level: 30	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188
Repel Vermin  Ffect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Ffect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Ffect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Ffect: Your touch corrodes iron and alloys.  Ffect: Spies on subject from a distance.  Spies on subject from a distance.  Spies on subject from a distance.  Ffect: Creatures stunned for 1d6 rounds; natives of shadow vulication.  Ffect: Subject gains immunity to fatigue, exhaustion, and ability  Spark of Life	the opportunity to the opportunity to the opportunity of the opportuni	Will negates [harmless]  None; see text  cosed Str check; see text  None  Will negates  Fort negates  take damage; see text.  Fortitude negates [harmless]  e or drain.	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action  1 standard action	Instantaneous See text 1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagic of the object within 3 terrors creature See text V Target: Magical sensor Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creatur Touch V	/,S,M/DF  thed /,S,DF  pread /,S,DF  cal ferrous ft. of the to /,S,M/DF, or /,S,M  pread /,S,DF  e touched	Yes [harmless]  No  No sobject [or the volume uuched point] or one  Yes  Yes  Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying)  Caster Level: 30  Evocation [Light]  Caster Level: 30  Abjuration  Caster Level: 30  Necromancy	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186
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 Rusting Grasp  Effect: Your touch corrodes iron and alloys.  Spies on subject from a distance.	the opportunity of the opportuni	Will negates [harmless]  None; see text toosed Str check; see text None  Will negates  Fort negates take damage; see text. Fortitude negates [harmless] e or drain. Will negates le as if it weren't undeace le as if it weren't u	1 standard action  1 standard action  1 standard action  1 hour  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 1 ferrous creature See text V F Target: Magical senso Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creatur Touch V Target: Undead creat	/,S,M/DF thed /,S,DF typead /,S,DF cal ferrous ft. of the to /,S,M/DF,	Yes [harmless]  No  No sobject [or the volume ouched point] or one  Yes  Yes  Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration  Caster Level: 30  Necromancy  Caster Level: 30	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196
Repel Vermin  Fifect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Fifect: As resistance, except you grant the subject +3 resistance  Rushing Waters  Fifect: Wave of water bull rushes from you with a +15 bonus on  Rusting Grasp  Fifect: Your touch corrodes iron and alloys.  Fifect: Spies on subject from a distance.  Fifect: Creatures stunned for 1d6 rounds; natives of shadow vulicifiect: Subject gains immunity to fatigue, exhaustion, and ability  Spark of Life  Fifect: Undead touched temporarily acts as if it were alive and vulicifiect: Undead touched temporarily acts as if it were alive and vulicifiect:	the opportunity of the opportuni	Will negates [harmless]  None; see text  cosed Str check; see text  None  Will negates  Fort negates  take damage; see text. Fortitude negates [harmless]  e or drain.  Will negates  le as if it weren't undeac Reflex partial	1 standard action  1 standard action  1 standard action  1 hour  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmagi of the object within 3 1 ferrous creature See text V F Target: Magical senso Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creatur Touch V Target: Undead creat	/,S,M/DF  thed /,S,DF  cal ferrous ft. of the to /,S,M/DF,	Yes [harmless]  No  No sobject [or the volume uuched point] or one  Yes  Yes  Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying)  Caster Level: 30  Evocation [Light]  Caster Level: 30  Abjuration  Caster Level: 30  Necromancy	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188
Repel Vermin  Fifect: Insects, spiders, and other vermin stay 10 ft. away.  Resistance, Greater  Fifect: As resistance, except you grant the subject +3 resistance Rushing Waters  Fifect: Your touch corrodes iron and alloys.  Fifect: Spies on subject from a distance.  Fifect: Creatures stunned for 1d6 rounds; natives of shadow vuliding Sheltered Vitality  Fifect: Subject gains immunity to fatigue, exhaustion, and ability  Spike Stones  Fifect: Undead touched temporarily acts as if it were alive and vuliding Spike Stones	the opportunity of the opportuni	Will negates [harmless]  None; see text cosed Str check; see text none  Will negates  Fort negates take damage; see text. Fortitude negates [harmless] e or drain. Will negates le as if it weren't undeac Reflex partial	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmaging of the object within 3 the ferrous creature See text V Target: Magical sense. Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creature Touch V Target: Undead creature Medium (400 ft.) V Target: 20-ft. squares	/,S,M/DF hed /,S,DF cal ferrous ft. of the to /,S,M/DF, or /,S,M/DF, or /,S,M/DF upread /,S,DF e touched /,S,DF ure touched /,S,DF	Yes [harmless]  No  No sobject [or the volume ouched point] or one  Yes  Yes  Yes [harmless]	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration  Caster Level: 30  Necromancy Caster Level: 30  Transmutation [Earth]	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196
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 Rusting Grasp  Effect: Your touch corrodes iron and alloys.  Creatures on subject from a distance.  Creatures stunned for 1d6 rounds; natives of shadow vulty  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability  Creatures stouched temporarily acts as if it were alive and vulty  Spike Stones  Effect: Creatures in area take 1d8 damage, may be slowed.	the opportunity of the opportuni	Will negates [harmless]  None; see text toosed Str check; see text None  Will negates  Fort negates take damage; see text. Fortitude negates [harmless] e or drain.  Will negates  le as if it weren't undead Reflex partial	1 standard action  1 standard action  t. 1 standard action  1 hour  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level  1 round/level  1 hour/level [D]	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmaging of the object within 3 the ferrous creature See text V Target: Magical senses. Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creature Touch V Target: Undead creat Medium (400 ft.) V Target: 20-ft. squares	/,S,M/DF hed /,S,DF pread /,S,DF cal ferrous tt. of the to /,S,M/DF, or /,S,M pread /,S,DF e touched /,S,DF urre touched /,S,DF //S,DF	Yes [harmless]  No  No  Sobject [or the volume suched point] or one  Yes  Yes  Yes [harmless]  Yes  dd  Yes	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration  Caster Level: 30  Necromancy Caster Level: 30  Transmutation [Earth] Caster Level: 30	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196  PHB: p.283
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 Rusting Grasp  Effect: Your touch corrodes iron and alloys.  Scrying  Effect: Spies on subject from a distance.  Spies on su	the opportunity of the opportuni	Will negates [harmless]  None; see text cosed Str check; see text None  Will negates  Fort negates take damage; see text. Fortitude negates [harmless] e or drain. Will negates le as if it weren't undeac Reflex partial  Fortitude partial see text. Reflex half	1 standard action  1 standard action	Instantaneous  See text  1 minute/level  Insta  1 minute/level  1 round/level  1 hour/level [D]	Touch V Target: Creature touc Medium (400 ft.) V Target: 15-ftradius s Touch V Target: One nonmaging of the object within 3 terms of the object within 3 terms or seature See text V Target: Magical sensor Long (1600 ft.) V Target: 20-ftradius s Touch V Target: Living creature Touch V Target: Undead create Medium (400 ft.) V Target: 20-ft. squares Close (100 ft.) V Target: One living creature	/,S,M/DF  thed /,S,DF  pread /,S,DF  cal ferrous ft. of the to /,S,M/DF, or /,S,M  pread /,S,DF  e touched /,S,DF  wire touched /,S,DF  prevel /,S,DF  wature	Yes [harmless]  No  No  Sobject [or the volume suched point] or one  Yes  Yes  Yes [harmless]  Yes  dd  Yes	Abjuration  Caster Level: 30  Conjuration (Creation) [Water] Caster Level: 30  Transmutation  Caster Level: 30  Divination (Scrying) Caster Level: 30  Evocation [Light] Caster Level: 30  Abjuration  Caster Level: 30  Necromancy Caster Level: 30  Transmutation [Earth] Caster Level: 30  Transmutation	SC: p.178  PHB: p.273  PHB: p.274  SC: p.186  SC: p.188  SC: p.196  PHB: p.283

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

				Druid Spollo					
				Druid Spells					
Summon Elementite Swarm		None		Concentration, up to 1 round/level + 1 round	Close (100 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: p.214
Effect: Summons a elementite swarm [Planar Handbook 114]; se	o tout				Target: One summe	oned eleme	ntite	Caster Level: 30	
Summon Nature's Ally IV	e lext	None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration	PHB: p.288
Effect: Calls creature to fight.					Target: One or mor		, no two of which can b	(Summoning) e Caster Level: 30	
Swim, Mass		None	1 round	10 minutes/level [D]	Medium (400 ft.)		Yes [harmless]	Transmutation [Water]	SC: p.217
Effect: Gain swim speed and +8 to Swim checks.					Target: One creatur		two of which can be	Caster Level: 30	
Under Vortex of Teeth		None	1 standard action	1 round/level [D]	Medium (400 ft.)		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 zon		adius, 20-ft. high, with a	a Caster Level: 30	
□□□□ Wall of Sand		None	1 standard action	Concentration +1 round/level	Medium (400 ft.)			Conjuration (Creation) [Earth]	SC: p.235
Effect: Creates a churning wall of sand.					Target: A straight w square/level [S]	all whose a	rea is up to one 10-ft.	Caster Level: 30	
□□□□□ Wall of Water	22	Reflex negates; see text	1 standard action	10 minutes/level	Medium (400 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: p.235
Effect: Creates a vertical wall of swirling water.					Target: A straight w square/level [S]	all whose a	rea is up to one 10-ft.	Caster Level: 30	
□□□□□ Wild Runner	22	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: p.239
Effect: Assume the physical appearance and many abilities of a of	centau	r [MM 32]; see text.			Target: You			Caster Level: 30	
□□□□□ Wind at Back	22	Fortitude negates [harmless]	1 standard action	12 hours	Medium (400 ft.)	V,S	Yes [harmless]	Evocation	SC: p.239
Effect: Doubles overland speed of all targets.					Target: One creatu more than 30 ft. ap		two of which can be	Caster Level: 30	
UDD Wings of Air, Greater		None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: p.240
Effect: Manuverability improves by two steps.					Target: Winged cre	ature touch	ed	Caster Level: 30	
□□□□□ 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		en object or a volume o	f Caster Level: 30	
				LEVEL 5					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	23	Fortitude negates	1 standard action	1 minute/level	Medium (400 ft.)	V,S	Yes	Transmutation	PHB: p.198
Effect: One animal/two levels doubles in size.							vo levels [Gargantuan n be more than 30 ft.	Caster Level: 30	
Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13

				LEVELS					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animal Growth	23	Fortitude negates	1 standard action	1 minute/level	Medium (400 ft.)	V,S	Yes	Transmutation	PHB: p.198
Effect: One animal/two levels doubles in size.					or smaller], no two apart	of which ca	vo levels [Gargantuan n be more than 30 ft.	Caster Level: 30	
Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13
Effect: Immune to cold and Hedge creatures of the cold subtype.					Target: 10-ftradius		, centered on you	Caster Level: 30	
□□□□ 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 creat			Caster Level: 30	
⊒□□□□ Awaken	23	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: 30	
□□□□□ Baleful Polymorph	23	Fortitude negates, Will partial; see text	I 1 standard action	Permanent	Close (100 ft.)	V,S	Yes	Transmutation	PHB: p.202
Effect: Transforms subject into harmless animal.					Target: One creatu			Caster Level: 30	
□□□□□ Bite of the Weretiger	23	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor	. Gain I	Bite and Claw attacks.			Target: You			Caster Level: 30	
□□□□□ Blood Creeper	23	Fortitude negates	1 standard action	1 round/level	Medium (400 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: p.104
Effect: Subject takes 1 point of piercing damage per caster lev trength check DC 20, or Escape Artist DC 25.	el [max	x 15] each round. The t	arget is hel	d securely in place. Subject can make	Target: One creatu a	re		Caster Level: 30	
Call Lightning Storm	23	Reflex half	1 round	1 minute/level	Long (1600 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
ffect: Calls down one lightning bolt/level [max 15] over duration	[5d6 p	er bolt] from sky; 5d10 ii	n outdoors s	stormy area.	Target: One or mor lightning	e 30-ftlong	yertical lines of	Caster Level: 30	
Cloak of the Sea	23	Will negates [harmless]		1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.48
iffect: Bestows water breathing, blur & doesn't take nonlethal da	ımage.				Target: Creature to	uched		Caster Level: 30	
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]	ees]				Target: 1-mile-radio		itered on you	Caster Level: 30	
Commune with Nature		None	10 minutes	Instantaneous	Personal Target: You	V,S	No	Divination  Caster Level: 30	PHB: p.211
Learn about terrain for one mile/level.	00	E. O. L	4 - 1 - 1 - 1	40 1 1 1	Target: You	V/0	N.		3DUD - 044
Control Winds	23	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Ai	гјРНВ: р.214
Change wind direction and speed.					Target: 40 ft./level i			Caster Level: 30	
Cure Critical Wounds	23	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
ffect: Cures 4d8 +1/level [max +20] damage.		No	4	4 - 2 - 4 - 4 1 - 1 - 1 - 1 - 1 - 1 - 1 -	Target: Creature to		V.	Caster Level: 30	00 . 50
Dance of the Unicorn		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.58
Effect: Purifies surrounding area; see text.							ation centered on you	Caster Level: 30	BUB 4:-
Death Ward	23	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
Grants immunity to death spells and negative energy effe		For the state of	4	1	Target: Living creat			Caster Level: 30	00 . 05
Dire Hunger	23	Fortitude negates	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Transmutation	SC: p.65
Effect: Creature becomes hungry and grows fangs [See text for	damage				Target: One living of		W 411 a	Caster Level: 30	
□□□□□ Echo Skull		None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: p.77
Effect: See, hear and speak through a specific animal skull at an	y dista				Target: Animal skul			Caster Level: 30	
□□□□□ Fireward 		None	1 standard action	1 hour/level	Medium (400 ft.)	V,S,DF	No	Transmutation	SC: p.94
Effect: As quench; suppresses all magical fire spells					Target: One 20-ft. o	cubes/level	[S]	Caster Level: 30	
				* =Domain/Speciality Spell					

March   Marc	Company   Comp					Druid Spells					
Company   Comp	Management   Man	□□□□□ Hallow  Effect:	23	See text	24 hours						PHB: p.238
Part	Part	Designates location as holy.	00	AACH	A store to a f	Latertan	-		·		00 . 110
Description   1	Company   Comp	: :ffect:				Instantaneous	Target: One item of			(Healing)	SC: p.110
The content of the	The content is placed in plane and any pla			Fortitude partial; see	1 standard	6 rounds; see text		V,S,M	Yes	Transmutation	SC: p.123
Marchand Plaguage   Marchand Marchand   Marchand Marcha	March   Marc	Effect:		text	action		, ,			[Fire]	
The part of the content of the con	The state of the part of the	□□□□□Insect Plague	iu uecrea							(Summoning)	PHB: p.244
Margines Regular   Margines   M		Locust swarms attack creatures.								Caster Level: 30	
Margin   M	Martin	□□□□ Jungle's Rapture	23	Will negates		Permanent [D]				Transmutation	SC: p.128
The part of the changes of a place of the content	Page	Effect:			action		Target: One living n	onplant cre	atures	Caster Level: 30	
Marian in this area plane for the foliage of the contribute plane   Page of the contribute	Marian certification of contribution of the				4 : 20	41				T	DUD II . 447
Management   Man		Effect:		(harmless)		1 hour/level [D]			, ,		PHB II: p.117
Part	Personal p		s to their		1 etandard	1 round/lovel	20 ft	VSM	No	Conjuration	DHR II: n 119
Marriage Cast Support in page 1   Marriage Cast Support in page 1   Marriage Cast Support in page 1   Marriage Cast Support Cast Cast Cast Cast Cast Cast Cast Cas	Minimage   Description   Des	Effect:			action					(Healing)	7 112 II. p. 110
Content   Cont	Control   Cont						Touch	VSM	Yes	Transmutation	SC: n 138
Company   Comp	Description   Part   Description   Part   Description   Part   Description   Descrip	Effect:	23	will flegates		THOUNEVE			165	[Cold]	30. p. 130
The content of the strategoon will 1 for the section of the section of the strategoon will 1 for the section of the se	Part		23	Fortitude negates	1 standard	Instantaneous	Close (100 ft.)	V.S	Yes	Evocation	SC: p.140
Permanental part of the full-bigrous, will grad be received an anti-part content and part of the full-bigroup of an 150 billiogram is an anti-part of the full-bigroup of an 150 billiogram is an anti-part of the full-bigroup of an international part of the full-bigroup of an international part of the full-bigroup of the full-bigroup of an international part of the full-bigroup of the full-bigroup of an international part of the full-bigroup	Presentation   Control Section   Control Secti	· ·	20	. o.m.ado nogates			, ,		. 50		50. p. 140
Table	Continue		round the	reafter: save stone Int I	oss.		Target: One living c	reature		Caster Level: 30	
Commission   Com	Description			Fortitude negates	1 standard	1 hour	Touch	V,S	Yes [harmless]	Transmutation	SC: p.152
		Effect:	o Wisdom	•	action			ıched		Caster Level: 30	
Accident of an atom conditions, see aux	Record and conditions; sate last.   See Test   South	•		Will half [harmless];		Instantaneous	Touch	V,S	Yes [harmless]		SC: p.152
Planeton Sign   Planeton Sig	Discovering a gasered stigned ceature, see tend	Effect:		see text	action		Target: Creature too	ıched			
Part	Personal   V.S.Dr   NA		23	None; See text		1 hour/level [D]	0 ft.	V,S	No		SC: p.157
Plant Body   2		iffect: You conjure a quasi-real, staglike creature; see text			action		Target: One quasi-r	eal staglike	creature		
Gain promp jenished qualitors; immune to earth drawage true litticals, included saldows and prompting tast the jump jenished qualitors. Immune to earth drawage true litticals included and prompting tast the jump jenished qualitors. Immune to earth drawage true litticals included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals and earlies to grant the prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in standard in reactive and prompting true litticals. Included in reactive and prompting true li	Gain promp pierballed qualifies; immane to extra dimanys trun criticals, mind-affecting speaks, polices, date, paralyses, sturring and provided qualifies and provided to the provided provide	□□□□ Plant Body	23	N/A		10 minutes/level		V,S,DF	N/A		SC: p.159
Personal	Personal   V   No   Transmittodo   Sc p. 1989   Transmittodo   Personal   V   No   Transmittodo   Sc p. 1989   Personal   V   No   No   No   No   No   No   No	Gain some plant-like qualities; immune to extra dan	mage fro	om criticals, mind-affec	ting spells,	poison, sleep, paralysis, stunning an				Caster Level: 30	
Automation   Aut	Association	Poison Thorns	23	See text		1 round/level	Personal	V	No	Transmutation	SC: p.159
As browners, successfroatenables appropring you get a doze of policy size of transport policy and p	As brothers, secent creatures emporing you get a doze of prosence less form the composition of the property of				action		Target: Vou				
			of poiso	n; see text			-			Caster Level: 30	
Target struck by quile (each quil does dell), size of targets of terminate and palls. See least eclosion   Comparison   Co	Target struck by qualit (cach qual loops del), size of targets otherwise and another in the property of the pr	Quill Blast				Instantaneous				(Creation)	SC: p.164
Trace date we described by Will meniors for the duration they are in the area and 108 rounds after they have. Illuminate as deylight spell.  Target: 60-ftradius emanation certifiered on you  Caster Level: 30  Target: Willing creature brounds or for the duration they are in the area and 108 rounds action  Target: Willing creature brounds or for the duration they are in the area and 108 rounds action  Target: Willing creature brounds or for the duration for the	Transmitted and we accurated by Multimostation for the duration they are in the area and 156 rounds after they leave. Multimostate as deplicitly speal.  Target 60 ftradius emanation contered on you can be content of your can be	Targets struck by quills [each quill does 1d6], size of targ	gets dete				-		·		
Target Robit - reduction they are in the areas and 1d6 rounds after they leave.   Illuminate as daylight spell.   Target Will regulate   Target Willing Counts   Target Will	Target Pool	□□□□ Radiance		None		1 round/level [D]; see text	60 ft.	V,S,DF	No		PHB II: p.122
Underside and exazeled by Illumination for the duration hey are in the pare and 16th pounch shart ethys leave.   Illuminates as daylight spell.   Touch   V.S.M   Ves.   harmides   Conjuration   Fleshing)   Fleshing   F	Underside descarded by illumination for the duration help are in the area and 106 rounds after thely leave. Illuminate as displight spell.  "Will require to prevent a spell see float."  Targert Willing creature to coche   Targert You   Ta						Target: 60-ftradius	emanation	centered on you		
Target Willing retarts target; see text   Target Willing retarts touched   Target Willing retarts target; see text   Target Vo.   Target Vo.   Caster Level; 30   C	Target Willing or eature to uched   Scale Level 30   Sci. p. 20   Sc			Will negates	1 standard		Touch	V,S,M	Yes [harmless]		SC: p.172
Heals and protects target; see let.	Heals and protects target; see text.    February   Febr	: 'ffect'		[harmless]	action		Target: Willing creat	ure touche	d		
Target You   Scalar   Level: 30   Scalar   Level:	Target: You Caster Level: 30  Caster Level: 30  Target: You V. S.M.DF No.  Caster Level: 30  PHB: p.288  Target: Creature touched.  Target: Creature touched	Heals and protects target; see text.									
	Target: You			N/A		1 round/level	Personal	V,S,M	N/A	Evocation	SC: p.191
Stone Shape, Greater   Shape   Stone Shape	Stone Shape, Greater   Stone Shape, Greater   Stone Shape, Greater   Stone Shape, Greater   Stone Shape, Scale stone into any shape.   Stone Shape, Scale stone into any shape.   Target: Stone or stone object touched, up to 10 c. u.f. Caster Level: 30	JULUSirine's Grace	23							Caster Level: 30	
Earth   Fleet   Soulpts store into any shape.   Fleet   Soulpts store into any shape.   Fleet   Soulpts store into any shape.   1 standard 10 minutes/level or until discharged   Touch   V.S.M   Yes (harmless)   Abjuration   PHB: p.285   Fleet	action  Target Store or stone object touched, up to 10 cut. ft. Caster Level: 30  Target Store or stone object touched, up to 10 cut. ft. Caster Level: 30  Filed: Souths store into any shape.  1 standard 10 minutes/level or until discharged action  Touch  Touch  Touch  Touch  Touch  Touch  Touch  Touch  V.S.M. Yes (namiless) Abjuration PHB: p.285  Caster Level: 30  Conjuration Transmutate Mud to Rock 23 See text 1 standard Permanent action Transmute Mud to Rock to Mud 23 See text 1 standard Permanent; see text Action Transmute Mud to Rock to Mud 23 See text 1 standard Permanent; see text Action Transmute Mud to Rock to Mud 23 See text 1 standard Permanent; see text Action Transmute Rock to Mud 23 See text 1 standard Permanent; see text Action Transmute Rock to Mud 23 See text 1 standard Permanent; see text Action Transmute Rock to Mud 23 See text 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 24 See text 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 25 Will negates 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 26 See text 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 27 See (active 120) Transmute Rock to Mud 28 See text 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 29 See text 1 standard 1 hourlevel or until expended; see text Action Transmute Rock to Mud 30 See text 1 standard 1 hourlevel or until expended; see tex	ffect:					Target: You			Caster Level. 00	
Supins stone into any shape.   1 Stone kin or a stone k	Sculpts stone into any shape.    Stone skin any shape.   Stoneskin   23   Will negates (harmless)   1 standard 10 minutes/level or until discharged   Touch   V,S,M   Yes (harmless)   Abjuration   PHB; p.285	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y			Perform che		-	V S M/DF	No		SC: p 208
Stoneskin   23   Will negates action   1   Standard 10 minutes/level or until discharged   7   Target: Creature to United   1   Standard 10 minutes/level   D   Standard 10 minutes/level	Stoneskin   23   Will negates   standard 10 minutes/level or until discharged   Touch   V,S,M   Yes (harmless)   Ajuration   PHB: p.285	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y			Perform chern 1 standard		Touch			Transmutation [Earth]	SC: p.208
fleet:	fleet   fle	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +5 to Cha & Dex, deflection bonus to AC equal to y Greater  ffect:			Perform chern 1 standard		Touch  Target: Stone or sto			Transmutation [Earth]	SC: p.208
Summon Nature's Ally V   None   1 round   1 round/level   D    Close   (100 ft.)   V.S., DF   No.   Conjuration   Countries	PHB: p.288     PhB: p.288     PhB: p.288     PhB: p.288       PhB: p.288       PhB: p.288	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gin +5 tone Shape, Greater  ffect: Sculpts stone into any shape.	your CH#	None Will negates	Perform chern 1 standard action 1 standard	Instantaneous	Touch  Target: Stone or sto + 10 cu. ft./level	ne object to	ouched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 30	
Target One or more creatures, no two of which can be Caster Level: 30 more than 30 ft. apart  Target One or more creatures, no two of which can be Caster Level: 30 more than 30 ft. apart  Target One or more creatures, no two of which can be Caster Level: 30 more than 30 ft. apart  Target One or more creatures, no two of which can be Caster Level: 30 more than 30 ft. apart  Target One or more creatures, no two of which can be Caster Level: 30 more than 30 ft. apart  Target Volume (Teleporation)  Target Volume (Teleporation)  Target Volume (Teleporation)  Target Up to two 10 ft. cubes/level (S)  Target Up	Feet: Calls creature to fight.   Summary Stride   23 N/A   1 standard 1 round/level action   Personal   V.S.DF   N/A   Conjuration (Teleportation)   Caster Level: 30   Conjuration   Caster Level: 30   Conjuration   Caster Level: 30   Conjuration   Caster Level: 30   Conjuration   Caster Level: 30   Caster Level: 3	iffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex,	your CH#	None Will negates	Perform chern 1 standard action 1 standard	Instantaneous	Touch  Target: Stone or sto + 10 cu. ft./level Touch	ne object to	ouched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 30 Abjuration	
Samp Stride   23 N/A   1 standard 1 round/level action   23 ction   1 standard 1 round/level action   24 stree stride, instead you use pools of water.   1 standard Permanent action   24 stree stride, instead you use pools of water.   1 standard Permanent action   24 stree stride, instead you use pools of water.   1 standard Permanent action   24 stree stride, instead you use pools of water.   1 standard Permanent action   24 stree stride, instead you use pools of water.   25 stree stride, instead you use pools of water.   25 stree stride, instead you use pools of water.   26 stree stride, instead you use pools of water.   26 stree stride, instead you use pools of water.   27 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   28 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead you use pools of water.   29 stree stride, instead of premanent; see text action   29 stree stride, instead of premanent; see text action   29 stree stride, instead of premanent; see text action   29 stree stride, instead of premanent; see text action   29 stree stride, instead   29 stree stride, instead   29 stree s	Swamp Stride   23 N/A   1 standard 1 round/level action   Farget: You   Conjuration (Teleportation)   Caster Level: 30   Cast	iffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Greater  iffect: Sculpts stone into any shape. Greater  Stoneskin  iffect: Ignore 10 points of damage per attack.	your CH#	Will negates (harmless)	Perform cher 1 standard action 1 standard action	Instantaneous 10 minutes/level or until discharged	Touch  Target: Stone or sto + 10 cu. ft./level Touch  Target: Creature tou	v,S,M	ouched, up to 10 cu. ft. Yes (harmless)	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration	PHB: p.285
As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  Transmute Mud to Rock  23 See text  1 standard Permanent action  Transmute Rock to Mud  23 See text  1 standard Permanent; see text action  Medium (400 ft.) V.S.M/DF No  Transmutation [Earth]  Transmute Rock to Mud  Transmute Rock to Mud  23 See text  1 standard Permanent; see text action  Transmute Rock to Mud  Transmute Rock to Mud  24 See text  1 standard Permanent; see text action  Transmute Rock to Mud  Transmute	As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  As tree stride, instead you use pools of water.  Transmute Mud to Rock 23 See text 1 standard Permanent action 7 arget: Up to two 10 ft. cubes/level [S] Caster Level: 30 Transmute Mud to Rock 10 Mud 23 See text 1 standard Permanent; see text 20 Medium (400 ft.) V.S.M/DF No Transmute Mud to Rock 10 Mud 23 See text 1 standard Permanent; see text 20 Medium (400 ft.) V.S.M/DF No Transmutation [Earth] Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to two 10 ft. cubes/level [S] Target: Up to two 10 ft. cubes/level [S] Caster Level: 30 Target: Up to 5 ft. Caster Leve	Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Greater  Effect: Sculpts stone into any shape. Greater Stoneskin Greater G	your CH#	Will negates (harmless)	Perform cher 1 standard action 1 standard action	Instantaneous 10 minutes/level or until discharged	Touch Target: Stone or sto + 10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more	v,S,M uched v,S, DF e creatures,	vuched, up to 10 cu. ft.  Yes (harmless)	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning)	PHB: p.285
Interest	Transmute Mud to Rock   23   See text   1 standard Permanent action   Transmute Medium (400 ft.)   V,S,M/DF No   Transmutation [Earth]   Flath;   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Transmute Rock to Mud   23   See text   1 standard Permanent; see text action   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30   Target: Up to two 10 ft. cubes/level [S]   Targ	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Company Stone Shape, Greater ffect: Sculpts stone into any shape. Company Stoneskin ffect: Ignore 10 points of damage per attack. Company Summon Nature's Ally V ffect: Calls creature to fight.	your CH/	Will negates (harmless)	Perform cher 1 standard action 1 standard action 1 round 1 standard	Instantaneous  10 minutes/level or until discharged  1 round/level [D]	Touch Target: Stone or sto + 10 cu. ft./level Touch Target: Creature to: Close (100 ft.) Target: One or more more than 30 ft. ape	V,S,M uched V,S, DF e creatures,	vuched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration	PHB: p.285 PHB: p.289
ffect: Transforms 2 10-ft. cubes/level.  Transmute Rock to Mud 23 See text 1 standard Permanent; see text action 4 section 7 sarget: Up to two 10 ft. cubes/level [S] Caster Level: 30 Transmutation PHB: p.295 [Earth] (Earth]	ffect: Transforms 2 10-ft. cubes/level.   Target: Up to two 10 ft. cubes/level [S]   Caster Level: 30	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, d	your CH/	Will negates (harmless)	Perform cher 1 standard action 1 standard action 1 round 1 standard	Instantaneous  10 minutes/level or until discharged  1 round/level [D]	Touch Target: Stone or sto + 10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more more than 30 ft. apa Personal	V,S,M uched V,S, DF e creatures,	vuched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation)	PHB: p.285 PHB: p.289
Transforms 2 10-ft. cubes/level.  Transmute Rock to Mud  23 See text 1 standard Permanent; see text action  Transmute Rock to Mud  23 See text 1 standard Permanent; see text action  Target: Up to two 10 ft. cubes/level [S]  Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  Caster Level: 30  Caster Level: 30  PHB: p.295  [ffect: Transforms 2 10-ft. cubes/level.  Transmorms 2 10-ft. cubes/level [S]  Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  PHB: p.295  [ffect: Target: Vou  Caster Level: 30  See text 1 standard 1 hour/level or until expended; see text action  Target: Vou  Caster Level: 30  See text 1 standard 1 hour/level or until expended; see text action  Target: Vou  Caster Level: 30  See text 1 standard 1 nound/level [max 35] Inamiless]  Touch  V,S, Ves [harmless]  Conjuration (Healing)  SC: p.229  (Healing)  For the duration of the spell at 4 hp automatically healed per round.  Target: Living creature touched  Caster Level: 30  Caster Level	Transforms 2 10-ft. cubes/level.  Transmute Rock to Mud  23 See text 1 standard Permanent; see text action  Target: Up to two 10 ft. cubes/level [S]  Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  Target: Up to two 10 ft. cubes/level [S]  Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  Caster Level: 30  PHB: p.296  Fect:  Target: You  Target: You  Target: You  Caster Level: 30  Conjuration (Teleportation)	### ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y	23 23	None Will negates (harmless) None	Perform chee 1 standard action  1 standard action  1 round  1 standard action  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level	Touch  Target: Stone or sto + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You	V,S,M uched V,S, DF e creatures, int V,S,DF	vouched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation	PHB: p.285  PHB: p.289  SC: p.217
Action    Flat	ffect: Transforms 2 10-ft. cubes/level [S] Target: Up to two 10 ft. cubes/level [S]  Caster Level: 30  Fifect: Transforms 2 10-ft. cubes/level [S]  Tree Stride  None  1 standard 1 hour/level or until expended; see text action  Target: You  Caster Level: 30  Step from one tree to another far away.  Target: You  Caster Level: 30  Sc: p.229  Fifect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.  None  1 standard Concentration + 1 round/level action  None  1 standard Concentration + 1 round/level action  Fifect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 + 1/level damage  Target: Up to two 10 ft. cubes/level [S]  PHB: p.296  Target: Living creature touched  Caster Level: 30  Fortitude negates field to minutes/level [D] action  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Fy HB: p.296  Target: Living creature touched  Caster Level: 30  Fortitude negates field to minutes/level [D]  Action  Target: Vall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation)  PHB: p.300  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  PHB: p.300  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  PHB: p.300  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Creation  Fifect:  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Conjuration  Conjuration  Conjuration  Conjuration  Conjuration  Conj	### ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  ### Stone Shape, Greater  ### Sculpts stone into any shape.  ### Stoneskin  ### Fect: Ignore 10 points of damage per attack.  ### Summon Nature's Ally V  ### ### ### ### ### ### ### ### ###	23 23	None Will negates (harmless) None	Perform chee 1 standard action  1 standard action  1 round  1 standard action  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level	Touch  Target: Stone or sto+ 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You  Medium (400 ft.)	v,s,M v,s,M v,s,DF v,s,DF v,s,DF	No No No	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth]	PHB: p.285  PHB: p.289  SC: p.217
Transforms 2 10-ft. cubes/level.  S  Caster Level: 30   Caster Level: 30   PHB: p.296   Caster Level: 30   C	Transforms 2 10-ft. cubes/level.   S   Caster Level: 30   Transforms 2 10-ft. cubes/level   S   Caster Level: 30   Caster Level	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Ffect: Sculpts stone into any shape.  Gain Stoneskin  Ffect: Ignore 10 points of damage per attack.  Gain creature to fight.  Gails creature to fight.	23 23 23	None  Will negates (harmless)  None  N/A  See text	Perform chee  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent	Touch Target: Stone or sto+ 10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more more than 30 ft. apa Personal Target: You Medium (400 ft.) Target: Up to two 10	v,s,M uched v,s, DF e creatures, rtt v,s,DF	vouched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be  N/A  No evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295
PhB: p.296   PhB	PHB: p.296   Personal   Persona	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Ffect:  Gain creature 10 points of damage per attack.  Gain creature to fight.  Gails creature to fight.	23 23 23	None  Will negates (harmless)  None  N/A  See text	Perform cher 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent	Touch Target: Stone or sto+ 10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more more than 30 ft. apa Personal Target: You Medium (400 ft.) Target: Up to two 10	v,s,M uched v,s, DF e creatures, rtt v,s,DF	vouched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be  N/A  No evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) o caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295
action  Target: You  Target: Living creature touched  Caster Level: 30  Target: Living creature touched  Target: Namide (400 ft.) V.S. M/DF Ves  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30 a fing of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Target: Wall of thorny brush, up to one 10-ft.  Targe	action  Target: You  Target: Living creature touched  Target: Valide (400 ft.)  V,S,M/DF Yes  Evocation [Fire]  PHB: p.298  Target: Valide (400 ft.)  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame up to 20 ft./level long or Caster Level: 30  Target: Opaque sheet of flame	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC	23 23 23	None  Will negates (harmless)  None  N/A  See text	Perform cher 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. ape Personal  Target: You  Medium (400 ft.)  Medium (400 ft.)	v,s,M uched V,s,DF e creatures, urt V,s,DF V,s,M/DF Off. cubes/k	vouched, up to 10 cu. ft.  Yes (harmless)  No  no two of which can be  N/A  No  evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth]	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295
Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.    Fect:   Target: Living creature touched   Target: Living creature tou	Will negates (harmless) action  Target: Living creature touched  Target: Living creature touched  Target: Living creature touched  Target: Living creature touched  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Conjuration  Caster Level: 30  Conjura	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y	23 23 23	None  Will negates (harmless)  None  N/A  See text	Perform cher 1 standard action 1 standard action 1 round 1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You  Medium (400 ft.)  Target: Up to two 10  Medium (400 ft.)	v,s,M uched V,s,DF e creatures, rit V,s,M/DF V,s,M/DF V,s,M/DF	No no two of which can be N/A  No evel [S]  No evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.295
[harmless] action    Farget: Living creature touched   Caster Level: 30   Caster Level: 30	[harmless] action    Faget: Living creature touched   Caster Level: 30	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y	23 23 23	None  Will negates (harmless)  None  N/A  See text	Perform cher 1 standard action 1 standard action 1 round 1 standard action 1 standard 1	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text	Touch  Target: Stone or sto + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You Medium (400 ft.)  Target: Up to two 10  Medium (400 ft.)  Target: Up to two 10  Personal	v,s,M uched V,s,DF e creatures, rit V,s,M/DF V,s,M/DF V,s,M/DF	No no two of which can be N/A  No evel [S]  No evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) a Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation)	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.295
Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.    Caster Level: 30   Phb. p.298	Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.    Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.    Medium (400 ft.)   V,S,M/DF   Yes   Evocation [Fire]   PHB: p.298	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC	23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None	Perform cher 1 standard action  1 standard action  1 round  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text	Touch Target: Stone or sto + 10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more more than 30 ft. apa Personal Target: You Medium (400 ft.) Target: Up to two 10 Medium (400 ft.) Target: Up to two 10 Personal Target: You	ne object to V,S,M uched V,S, DF e creatures, int V,S,DF V,S,M/DF V,S,M/DF Off. cubes/k V,S,M/DF	vouched, up to 10 cu. ft.  Yes (harmless)  No no two of which can be N/A  No evel [S]  No evel [S]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.295
Standard Concentration + 1 round/level action	Standard Concentration + 1 round/level action   Standard Concentration + 1 round/level	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y  Gain +4 to Cha & Dex, deflection bonus to AC	23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None	Perform cher 1 standard action 1 standard	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. ape Personal  Target: Up to two 10  Medium (400 ft.)  Target: Up to two 10  Personal  Target: You  Target: Up to two 10  Target: You	ne object to V,S,M uched V,S, DF e creatures, int V,S,DF V,S,M/DF O ft. cubes/k V,S,M/DF V,S,M/DF V,S,M/DF	No N	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing)	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.295
Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+1/level damage  a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high  Wellium (400 ft.) V.S No Conjuration (Creation)  Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Thorns damage anyone who tries to pass.  Wind Tunnel  23 Fortitude negates [harmless]  1 standard 1 round/level action  1 standard 1 round/level (5)  Close (100 ft.) V.S Yes [harmless]  Evocation SC: p.239	Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage  a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high  Wedium (400 ft.) V,S No Conjuration (Creation)  Ffect:  Thorns damage anyone who tries to pass.  Wind Tunnel  23 Fortitude negates [harmless]  1 standard 1 round/level action  Target: One creature/level  Target: One creature/level  Target: One creature/level  Caster Level: 30	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y	23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  See text  Will negates [harmless]	Perform cher 1 standard action 1 standard action 1 round 1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. ape Personal  Target: Up to two 10  Medium (400 ft.)  Target: Up to two 10  Personal  Target: You  Target: Up to two 10  Target: You	ne object to V,S,M uched V,S, DF e creatures, int V,S,DF V,S,M/DF O ft. cubes/k V,S,M/DF V,S,M/DF V,S,M/DF	No N	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing)	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.295
form 20 ft. high    Vall of Thorns	form 20 ft. high  Medium (400 ft.) V,S No Conjuration (Creation)  Flect: Target: Wall of thomy brush, up to one 10-ft. Caster Level: 30  Wind Tunnel  23 Fortitude negates [harmless] action  Flect: Target: One creature/level  Target: One creature/level  Caster Level: 30	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y	23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless] or the duration of the specific part of the specific	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You  Medium (400 ft.)  Target: Up to two 10  Personal  Target: You  Touch  Target: Living create  Medium (400 ft.)	ne object to V,S,M uched V,S,DF e creatures, int V,S,DF Offic cubes/ld V,S,M/DF Offic cubes/ld V,S,M/DF	No no two of which can be N/A  No evel [S]  No Yes [harmless]	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire]	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229
Script   S	Section   Wall of Thorns   None   1 standard 10 minutes/level [D]   Medium (400 ft.)   V,S   No   Conjuration (Creation)	ffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection	23 23 23 23 23 23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless]  farmless]  or the duration of the sprone	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.	Touch Target: Stone or stot+10 cu. ft./level Touch Target: Creature tou Close (100 ft.) Target: One or more more than 30 ft. ape Personal Target: Up to two 10 Medium (400 ft.) Target: Up to two 10 Personal Target: You Touch Target: Living create Medium (400 ft.) Target: Up to two 10 Target: Up to two 10 Target: Opaque she	ne object to V,S,M uched V,S,DF e creatures, int V,S,DF  V,S,M/DF Oft. cubes/k V,S,M/DF	No Vevel [S] No Yes [harmless]  Yes up to 20 ft./level long o	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire]	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229
## Target: Wall of thorny brush, up to one 10-ft. Caster Level: 30  Thorns damage anyone who tries to pass.	Flact:   Target: Wall of thomy brush, up to one 10-ft.   Caster Level: 30	iffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y consider the consideration of	23 23 23 23 23 23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless]  farmless]  or the duration of the sprone	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You Medium (400 ft.)  Target: Up to two 10 Medium (400 ft.)  Target: You Touch  Target: Living create Medium (400 ft.)  Target: Living create Medium (400 ft.)	ne object to V,S,M uched V,S,DF e creatures, int V,S,DF  V,S,M/DF Oft. cubes/k V,S,M/DF	No Vevel [S] No Yes [harmless]  Yes up to 20 ft./level long o	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire]	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229
Wind Tunnel 23 Fortitude negates 1 standard 1 round/level Close (100 ft.) V,S Yes [harmless] Evocation SC: p.239 [harmless] action	#fect:  23 Fortitude negates 1 standard 1 round/level Close (100 ft.) V,S Yes [harmless] Evocation SC: p.239  [harmless] action  Target: One creature/level Caster Level: 30	iffect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection Gain Francisco or Sculpts stone into any shape. Gain Gain Gain Gain Gain Gain Gain Gain	23 23 23 23 23 23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless] or the duration of the sprone with the spron	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action  2 standard action  1 standard action  1 standard action  2 standard action  2 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.  Concentration + 1 round/level	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. ape Personal  Target: You  Medium (400 ft.)  Target: Up to two 10  Medium (400 ft.)  Target: Up to two 10  Target: Living create Medium (400 ft.)  Target: Living create Medium (400 ft.)	v.s.,M uched v.s., DF e creatures, urt v.s.,M/DF v.s.,M/DF v.s.,M/DF v.s., M/DF v.s., DF v.s., DF v.s., DF	No Ves [S] No Ves [harmless]  Yes Up to 20 ft./level long o to 5 ft./2 levels; either	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) a Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation (Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation (Fire] or Caster Level: 30 Conjuration (Fire] or Caster Level: 30 Conjuration (Fire]	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
[harmless] action	[harmless] action  Target: One creature/level Caster Level: 30	Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Cliffect: Sculpts stone into any shape. Cliffect: Sculpts stone into any shape. Cliffect: Ignore 10 points of damage per attack. Cliffect: Calls creature to fight. Cliffect: Calls creature to fight. Cliffect: Calls creature to fight. Cliffect: Transmute Mud to Rock Cliffect: Transforms 2 10-ft. cubes/level. Cliffect: Transforms 2 10-ft. cubes/level. Cliffect:	23 23 23 23 23 23 23 23 23 23 23	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless] or the duration of the sprone with the spron	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action  2 standard action  1 standard action  1 standard action  2 standard action  2 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.  Concentration + 1 round/level	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You  Medium (400 ft.)  Target: Up to two 10  Medium (400 ft.)  Target: You  Touch  Target: You  Touch  Target: Living create  Medium (400 ft.)  Target: Opaque she a ring of fire with a rorm 20 ft. high Medium (400 ft.)  Target: Wall of thorn	ne object to V,S,M uched V,S,DF e creatures, int V,S,M/DF O ft. cubes/le V,S,M/DF V,	No no two of which can be N/A  No evel [S]  No Yes [harmless]  Yes [harmless]  Yes up to 20 ft./level long o to 5 ft./2 levels; either	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire] r Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Conjuration) Conjuration (Conjuration)	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
	nucc: 1 arget: One creature/level Caster Level: 30 Doubles range and grants +5 competence bonus to ranged attacks.	### Fifect:  Gain 44 to Cha & Dex, deflection bonus to AC equal to y company the company of the	23 23 23 23 23 23 23 sing throu	None  Will negates (harmless)  None  N/A  See text  See text  None  Will negates [harmless]  or the duration of the spr None  ugh wall deals 2d6 +1/le	Perform cher 1 standard action 1 standard action 1 round 1 standard action 2 standard action 3 standar	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.  Concentration + 1 round/level  10 minutes/level [D]	Touch  Target: Stone or stot + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You  Medium (400 ft.)  Target: Up to two 10  Medium (400 ft.)  Target: Living create Medium (400 ft.)  Target: Living create Medium (400 ft.)  Target: Opaque she aring of fire with a r form 20 ft. high Medium (400 ft.)  Target: Wall of thore cube/level [S]	ne object to V,S,M uched V,S,DF e creatures, int V,S,DF  V,S,M/DF O ft. cubes/le V,S,M/DF v,S	No Ves [S] No Ves [harmless]  Yes up to 20 ft./level long o to to 5 ft./2 levels; either No to one 10-ft.	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) c Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation [Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire] or Caster Level: 30 Conjuration (Hozeling) Caster Level: 30 Conjuration (Fire] or Caster Level: 30 Conjuration (Caster Level: 30 Conjuration (Creation) Caster Level: 30	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298
* =Domain/Speciality Spell		fect: Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Gain +4 to Cha & Dex, deflection bonus to AC equal to y Get: Sculpts stone into any shape. Get: Gain -1 Stoneskin  fect: Ignore 10 points of damage per attack. Gails creature to fight. Gails creature to	23 23 23 23 23 23 23 23 23 23 23 23 23 2	None  Will negates (harmless)  None  N/A  See text  None  Will negates [harmless] or the duration of the sprone ugh wall deals 2d6 +1/le None  Fortitude negates [harmless]	Perform cher 1 standard action  1 standard action  1 standard action  1 round  1 standard action  2 standard action  1 standard action  2 standard action  2 standard action  3 standard action  1 standard action  1 standard action  2 standard action	Instantaneous  10 minutes/level or until discharged  1 round/level [D]  1 round/level  Permanent  Permanent; see text  1 hour/level or until expended; see text  10 rounds + 1 round/level [max 35]  tomatically healed per round.  Concentration + 1 round/level  10 minutes/level [D]  1 round/level	Touch  Target: Stone or sto + 10 cu. ft./level Touch  Target: Creature tou Close (100 ft.)  Target: One or more more than 30 ft. apa Personal  Target: You Medium (400 ft.)  Target: Up to two 10 Medium (400 ft.)  Target: Up to two 10 Target: You Touch  Target: Living create Medium (400 ft.)  Target: Opaque she aring of fire with a r form 20 ft. high Medium (400 ft.)  Target: Wall of thore cube/level [S] Close (100 ft.)	ne object to V,S,M uched V,S,DF e creatures, int V,S,DF  V,S,M/DF O ft. cubes/lc V,S,M/DF V,S	No Ves [S] No Ves [harmless]  Yes up to 20 ft./level long o to to 5 ft./2 levels; either No to one 10-ft.	Transmutation [Earth] Caster Level: 30 Abjuration Caster Level: 30 Conjuration (Summoning) a Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Transmutation [Earth] Caster Level: 30 Transmutation (Earth] Caster Level: 30 Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire] or Caster Level: 30 Conjuration (Healing) Caster Level: 30 Evocation [Fire] Transmutation (Caster Level: 30 Evocation [Fire] Transmutation (Caster Level: 30 Evocation [Caster Level: 30 Evocation (Creation) Caster Level: 30 Evocation	PHB: p.285  PHB: p.289  SC: p.217  PHB: p.295  PHB: p.296  SC: p.229  PHB: p.298

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

# Druid Spells LEVEL 6

			L	EVEL 6					
Name	DC 24	Saving Throw	Time Duration			Comp. V,S	Spell Resistance Yes	School Evocation [Light]	Source SC: p.11
Anger of the Noonday Sun	24	text	1 standard Instantaneou action	us					SC: p.11
Effect: Causes blindness to all within range, undead take 1d6/	per 2 lev	el [max 10d6]; see text			Target: All sighted cr centered on you	eatures wi	thin a 20-ftradius burs	st Caster Level: 30	
Animate Snow		None	1 standard 1 round/leve action	ıl	Medium (400 ft.)	V,S	No	Transmutation [Cold]	SC: p.12
Effect:			action		Target: Cube of snow	w up to 20	ft on a side	Caster Level: 30	
Create animated objects of snow; see text.		None	1 round 10 minutes/l	evel [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.199
Effect:					Target: 10-ftradius		, centered on you	Caster Level: 30	
10-ft. field hedges out living creatures.  Aspect of the Earth Hunter	24	N/A	1 standard 10 minutes/l	evel	Personal	V,S,M,DF	N/A	Transmutation	SC: p.16
·			action	<b>515</b> 1		*,0,,2.			CC. p. 10
Effect: You assume the physical appearance and many of the	qualities	of a bulutte.			Target: You			Caster Level: 30	
□□□□□ Bear's Endurance, Mass	24	Will negates (harmless)	1 standard 1 minute/lev action	el	Close (100 ft.)	V,S, DF	Yes	Transmutation	PHB: p.203
Effect: As bear's endurance, affects 1 subject/level.		,			Target: 1 creature/lethan 30 ft. apart	vel, no two	of which can be more	Caster Level: 30	
Bite of the Werebear	24	N/A	1 standard 1 round/leve	·I		V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 30	
Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural arm	nor. Gain		ee text. e 1 standard 1 round/leve	ı	60 ft.	V,S	Yes	Evocation	SC: p.33
Blood Sirocco	24	text	action						оо. р.оо
Effect: Blood sirocco blows out from your location with the fore	e of a wi	ndstorm [DMG 95]; see	text		on a point in space		on centered on you or	Caster Level: 30	
Bones of the Earth	24	Reflex negates	1 standard 1 round/2 levaction	vel [D]	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: p.104
Effect:					Target: One 5-ftdia	meter pilla	r of stone per round	Caster Level: 30	
Creates pillar each round. See text.  Bull's Strength, Mass	24	Will negates	1 standard 1 minute/lev	el	Close (100 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect:		(harmless)	action			vel, no two	of which can be more	Caster Level: 30	
As bull's strength, affects one subject/ level.	24	Will negates	1 standard 1 minute/lev	el	than 30 ft. apart	V,S,M	Yes	Transmutation	PHB: p.208
Cat's Grace, Mass	24	(harmless)	action	о.					. 71D. p.200
Effect: As cat's grace, affects 1 subject/level.					Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 30	
□□□□□ Chasing Perfection	24	Will negates (harmless)	1 standard 1 minute/lev action	el	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.106
Effect:	0 -1:0:				Target: Creature tou	ched		Caster Level: 30	
Subject improves in all ways, +4 enhancement bonus t	o all abilit	Reflex half	1 standard Instantaneou	us	Medium (400 ft.)	V,S,DF	No	Conjuration	SC: p.50
Effect:			action		Target: 400-pound b	all of rock	and ice	(Creation) Caster Level: 30	
Comet falls to the ground dealing 1d6/level [max 15d6]	to everyt		res that fail their Reflex a 1 standard Instantaneou			V,S	Yes (harmless) or Yes		PHB: p.216
Cure Light Wounds, Mass	24	Will half; see text	action	15			see text	(Healing)	FTIB. p.210
Effect: Cures 1d8 +1/level [max +25] damage for many creatu	res.				Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 30	
□□□□□ Dinosaur Stampede	24	Reflex half	1 standard 1 round/leve action	l [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.64
Effect:	001				Target: 20-ftradius	spread		Caster Level: 30	
Creatures in the area take 1d12 +1 per caster level [magnetic content of the cont	ıx +20j.	None	1 standard Instantaneou	us	Medium (400 ft.)	V,S	No	Abjuration	PHB: p.223
Effect:			action		Target: One spellcas	ter, creatu	re, or object: or	Caster Level: 30	
As dispel magic, but +20 on check.	24	Fortifical annual and	4 standard lastactors		20-ftradius burst	V,S	Yes		SC: p.74
Drown	24	Fortitude negates	1 standard Instantaneou action	us			res	Conjuration (Creation) [Water]	3C. p.74
Effect: Subject immediately falls unconcious, drops to 0 HP, n	ext round	-1 HP and is dying.			Target: One living cr	eature		Caster Level: 30	
□□□□□ Energy Immunity		None	1 standard 24 hours action		Touch	V,S	Yes [harmless]	Abjuration	SC: p.80
Effect:					Target: Creature tou	ched		Caster Level: 30	
Become immune to one energy type.  DEDUCTION Enveloping Cocoon	24	Reflex negates	1 standard 1 round/leve	I [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.83
Effect:			action		Target: Cocoon of fo	rce around	d one Large or smaller	Caster Level: 30	
Cocoon holds creature unless it breaks free; see text.	24	Fastis de balf	4 standard lastacters		creature				00 00
Extract Water Elemental	24	Fortitude half	1 standard Instantaneou action	uo		V,S	Yes	Transmutation [Water]	SC: p.86
Effect: Creature takes 1d6/caster level [max 20d6], if slain you	get a wa	iter elemental you can c	ontrol for 1 minute.		Target: One living cr	eature		Caster Level: 30	
□□□□□ Find the Path	24		3 rounds 10 minutes/l	evel	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
Effect:		,			Target: You or create	ure touche	d	Caster Level: 30	
Shows most direct way to a location.	24		1 standard 10 minutes/l	evel or until used	Touch	V,S,M	No	Conjuration	PHB: p.230
Effect:		see text	action		Target: Up to four to	uched aco	rns or up to eight	(Creation) [Fire] Caster Level: 30	
Acorns and berries become grenades and bombs.	0.4	San tout	1 atonderd 4 at 18		touched holly berries	;			SC: n 04
□□□□□ Fires of Purity	24	See text	1 standard 1 round/leve action			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 dama	age to an	y you attack or attack yo	u.		Target: Creature tou	ched		Caster Level: 30	
	24		t 1 standard 1 round/2 levaction	vels	Medium (400 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: p.99
Effect:			action		Target: Ray			Caster Level: 30	
Ranged touch attack deals 2d6 cold damage; see text		None	10 minutes 24 hours [D]			V,S,F	No	Abjuration	SC: p.114
Effect:			(-)		area to be warded Target: Up to 200 sq			Caster Level: 30	
Protects area against divinations; see text		D. ff.		1/01	- '	-			00 . 46=
Hungry Gizzard	24	Reflex negates	1 standard 1 round/leve action	il [D]	Medium (400 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.117
Effect: Creature gets trapped inside a gizzard that does 2d8+8	3 crushin	a, 1d8 acid			Target: One medium	or smaller	r creature	Caster Level: 30	
□□□□□ Ice Flowers	24	Reflex half	1 standard Instantaneou action	us	Long (1600 ft.)	V,S	No	Transmutation [Cold]	SC: p.119
Effect:					Target: 20-ftradius	burst		Caster Level: 30	
	W 1E461		lid stone.  1 1 day/level [l	DI	0 ft.	V,S,M	No	Transmutation	PHB: p.246
Creates dense rumble and causes 1d6/caster level [ma	ax roudj.	None				, - ,	-		,
	ax 15uoj.	None	minute/lb.						
Creates dense rumble and causes 1d6/caster level [mail: ]   Ironwood	ax 15u6j.	None			Target: An ironwood	object wei	ighing up to 5 lbs/level	Caster Level: 30	
Creates dense rumble and causes 1d6/caster level [mail: ] Ironwood  Effect: Magic wood is strong as steel.	ax 19doj.	None	minute/lb.	D]		object wei	ighing up to 5 lbs/level	Caster Level: 30 Transmutation	PHB: p.248
Creates dense rumble and causes 1d6/caster level [machine] Ironwood  Effect: Magic wood is strong as steel.  Liveoak  Effect:	ax 1900j.		minute/lb. created	DJ		V,S			PHB: p.248
Creates dense rumble and causes 1d6/caster level [mi	ax 1900j.		minute/lb. created  10 minutes 1 day/level [I	D] nain/Speciality Spell	Touch	V,S		Transmutation	PHB: p.248

				Druid Spells					
]□□□□ Miasma	24	Fortitude negates; see text	1 standard action	3 rounds/level	Close (100 ft.)	V,S,DF	Yes	Evocation	SC: p.141
ffect: Gas cloud suffocates target.		toxt	dollori		Target: One living co	eature		Caster Level: 30	
Move Earth		None	See text	Instantaneous	Long (1600 ft.)	V,S,M	No	Transmutation	PHB: p.257
ffect:					Target: Dirt in an are	ea up to 750	) ft. square and up to	[Earth] Caster Level: 30	
Digs trenches and build hills.	24	Will negates	1 standard	1 minute/level	10 ft. deep [S] Close (100 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.259
ffect:		(harmless)	action		, ,		of which can be more		
As owl's wisdom, affects one subject/ level.	24	\A/:IIt	4	A minute/level (D)	than 30 ft. apart				00:-455
☐☐☐☐ Phantasmal Disorientation	24	Will negates; see text	action	1 1 minute/ievei [D]	Medium (400 ft.)	V,S	Yes	Illusion (Phantasm)	SC: p.155
ffect:					Target: One living co	eature		[Mind-Affecting] Caster Level: 30	
Need to make a Will save to discern true landarks; see to Repel Wood	ext	None	1 standard	1 minute/level [D]	60 ft.	V,S	No	Transmutation	PHB: p.271
ffect:			action		Target: 60 ft. line-sh			Caster Level: 30	
Pushes away wooden objects.	0.4	NACH	4	1041					00 . 474
Resistance, Superior	24	Will negates [harmless]	1 standard action	1 24 nours	Touch		Yes [harmless]	Abjuration	SC: p.174
ffect: As resistance, except you grant the subject +6 resistance	e bonus.				Target: Creature tou	ched		Caster Level: 30	
□□□□ Spellstaff	24	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: p.283
ffect: Stores one spell in wooden quarterstaff.					Target: Wooden qua			Caster Level: 30	
Conehold	24	See text	1 standard action	24 hours/level	Medium (400 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: p.209
ffect: Conjures stony arms that grapple anything that comes wi	rithin ran	ge.			Target: One 10-ft. se	quare/level		Caster Level: 30	
Stone Tell		None	10 minutes	s 1 minute/level	Personal	V,S, DF	No	Divination	PHB: p.284
fect: Talk to natural or worked stone.					Target: You			Caster Level: 30	
Summon Greater Elemental		None	1 round	Concentration, up to 1 round/level + 1 round	Close (100 ft.)	V,S,DF	No	Conjuration (Summoning) [see	SC: p.214
fect:					Target: One summo	ned elemen	ntal	text] Caster Level: 30	
Summons a greater elemental [MM 96-100]; see text		None	1	1 round/lovel [D]			No	Conjuration	DUD: - 200
I□□□□□ Summon Nature's Ally VI		None	1 round	1 round/level [D]	Close (100 ft.)	.,-,-		(Summoning)	PHB: p.289
ffect: Calls creature to fight.					more than 30 ft. apa	rt	no two of which can be	e Caster Level: 30	
I□□□ Thunder Field	24	See text	1 standard action	1 round/level	Medium (400 ft.)	V,S	Yes	Evocation	PHB II: p.126
fect: Any creature that starts its turn in the area must save	[Fortitue	del or take 1d8 sonic d	amage, Aff	ected creatures must save [Reflex] or h	Target: 20-ftradius	spread		Caster Level: 30	
ocked prone.	24	Reflex half		Instantaneous		V,S	Yes	Evocation [Water]	SC: n 220
I□□□□ Tidal Surge	24	Nellex Hall	action	instantaneous					30. p.220
ffect: Creates a huge wave of water; see text.					burst		tures in a 20-ftradius		
〕□□□□ Tortoise Shell		None	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.221
ffect: Grants +6 enhancement bonus to subject's existing nature	ıral armo	r bonus, plus 1 per thre	e caster lev	els beyond 11th [max +9].	Target: Living creatu	ire touched		Caster Level: 30	
Grants +6 enhancement bonus to subject's existing nature	ıral armo	r bonus, plus 1 per thre None	1 standard		Target: Living create Unlimited	re touched V,S	No	Conjuration	PHB: p.295
Grants +6 enhancement bonus to subject's existing natural Transport via Plants					Unlimited  Target: You and tou	V,S			PHB: p.295
		None Will negates	1 standard action		Unlimited	V,S		Conjuration (Teleportation) Caster Level: 30 Conjuration	PHB: p.295 SC: p.229
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  flect: Move instantly from one plant to another of the same kind  Vigorous Circle	id. 24	None Will negates [harmless]	1 standard action 1 standard action	1 10 rounds + 1 round/level [max 40]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creature	V,S ched object V,S e/2 levels, r	s or other touched	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing)	
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  flect:  Vigorous Circle  flect:  Same as mass lesser vigor except it grants all targets fas	id. 24	None Will negates [harmless]	1 standard action  1 standard action  of the spell	1 10 rounds + 1 round/level [max 40]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa	V,S ched object V,S e/2 levels, r	yes [harmless] no two of which can be	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration	
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  flect: Move instantly from one plant to another of the same kind  Vigorous Circle	id. 24 st healin	Will negates [harmless] g ability for the duration	1 standard action  1 standard action  of the spell	1 1 round 1 10 rounds + 1 round/level [max 40] at 3 hp automatically healed per round.	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa	V,S ched object V,S e/2 levels, r rt V,S,M/DF	yes [harmless] no two of which can be	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30	SC: p.229
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  ffect: Move instantly from one plant to another of the same kind  Vigorous Circle  ffect: Same as mass lesser vigor except it grants all targets fas	id. 24 st healin	Will negates [harmless] g ability for the duration	1 standard action  1 standard action  of the spell 1 standard	1 round 10 rounds + 1 round/level [max 40] at 3 hp automatically healed per round. Instantaneous	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)	V,S ched object V,S e/2 levels, r rt V,S,M/DF	yes [harmless] no two of which can be	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth]	SC: p.229
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  fect: Move instantly from one plant to another of the same kind  Compared to	id. 24 st healin	None  Will negates [harmless] g ability for the duration See text	1 standard action  1 standard action  of the spell 1 standard	1 1 round 1 10 rounds + 1 round/level [max 40] at 3 hp automatically healed per round.	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w	V,S ched object V,S e/2 levels, r rt V,S,M/DF	is or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth]	SC: p.229 PHB: p.299
Grants +6 enhancement bonus to subject's existing natural Transport via Plants fect: Move instantly from one plant to another of the same kind of the same kind of the same kind of the same kind of the same with the same as mass lesser vigor except it grants all targets factorial wall of Stone fect: Creates a stone wall that can be shaped.  Name	id. 24 st healin	None  Will negates [harmless] g ability for the duration See text	1 standard action  1 standard action  of the spell 1 standard action  Time	1 round 10 rounds + 1 round/level [max 40] at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. and Medium (400 ft.)  Target: Stone wall w square/level [S]	V,S ched object V,S e/2 levels, r, rt rt V,S,M/DF chose area	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30	SC: p.229 PHB: p.299 Source
Grants +6 enhancement bonus to subject's existing natural Transport via Plants fect: Move instantly from one plant to another of the same kind of the same kind of the same kind of the same kind of the same same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same kind o	st healing 24	None  Will negates [harmless] g ability for the duration See text	1 standard action  1 standard action  of the spell 1 standard action  Time	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch	V,S ched object V,S a/2 levels, r r t V,S,M/DF chose area  Comp. V,S,M	is or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation	SC: p.229 PHB: p.299
Grants +6 enhancement bonus to subject's existing naturally Transport via Plants  fect: Move instantly from one plant to another of the same kind whose instantly from one plant to another of the same kind plants are same as mass lesser vigor except it grants all targets fas as mass lesser vigor except it grants all t	old. 24 sst healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]	1 standard action  1 standard action  of the spell 1 standard action  Time 1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou	V,S ched object V,S a/2 levels, r r t V,S,M/DF chose area  Comp. V,S,M	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229 PHB: p.299 Source PHB II: p.101
Grants +6 enhancement bonus to subject's existing naturally and the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove frect:  Same as mass lesser vigor except it grants all targets fast frect:  Creates a stone wall that can be shaped.  Name  Name  Animalistic Power, Mass  frect:  Subject is imbued with +2 to Strength, Dexterity and Con	old. 24 sst healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]	1 standard action  1 standard action  of the spell 1 standard action  Time 1 standard action	1 round 10 rounds + 1 round/level [max 40] at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou Close (100 ft.)	V,S ched object V,S a/2 levels, r rt t V,S,M/DF chose area  Comp. V,S,M ched V	ss or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229 PHB: p.299 Source
Grants +6 enhancement bonus to subject's existing natural Transport via Plants  ffect: Same as mass lesser vigor except it grants all targets fast  Wall of Stone  ffect: Creates a stone wall that can be shaped.  Name  Name	old. 24 sst healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]	standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 1 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: within range; see te:	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area Comp. V,S,M ched V vels Large tt	ss or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source  PHB II: p.101  PHB: p.199
Grants +6 enhancement bonus to subject's existing naturally and the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plants of the same kind wove feet:  Same as mass lesser vigor except it grants all targets fast with as mass lesser vigor except it grants all targets fast feet:  One of the same kind wove feet:  Name  Name  Animalistic Power, Mass  Feet: Subject is imbued with +2 to Strength, Dexterity and Con plants feet: One or more plants animate and fight for you.	old. 24 sst healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]	standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature touclose (100 ft.)  Target: One/per 3 le	V,S ched object V,S a/2 levels, r, rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large	ss or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229 PHB: p.299 Source PHB II: p.101
Grants +6 enhancement bonus to subject's existing naturally and the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plant to another of the same kind wove instantly from one plants all targets fast fact:  Same as mass lesser vigor except it grants all targets fast fact:  Creates a stone wall that can be shaped.  Name  Name  Animalistic Power, Mass  fact:  Subject is imbued with +2 to Strength, Dexterity and Continual Animate Plants  fact:  One or more plants animate and fight for you.	od. 24 st healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] . None	standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area Comp. V,S,M ched V vels Large tt	ss or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source  PHB II: p.101  PHB: p.199
Grants +6 enhancement bonus to subject's existing naturally and the control of the same kind whose instantly from one plant to another of the same kind whose instantly from one plant to another of the same kind whose instantly from one plant to another of the same kind whose instantly from one plant to another of the same kind whose fields.    Wall of Stone	24 st healin 24  DC 25  hstitution	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None	standard action      action	1 round 1 rounds + 1 round/level [max 40] 1 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 1 round/level d [failed fort save and creature is slowed]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou.  Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ]:	V,S ched object V,S s/2 levels, r r t V,S,M/DF chose area  Comp. V,S,M ched V vels Large t t V,S,M	s or other touched Yes [harmless] to two of which can be No Is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199
Grants +6 enhancement bonus to subject's existing natural Direct:  Another Same as mass lesser vigor except it grants all targets fast and as a stone wall that can be shaped.  Name  Name  Name  Animalistic Power, Mass  Fect: Subject is imbued with +2 to Strength, Dexterity and Conditional Conditions and Conditional C	od. 24 st healing 24 DC 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] . None	standard action      action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. ape Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou.  Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ];  Close (100 ft.)	V,S ched object V,S a/2 levels, r r t V,S,M/DF vhose area  Comp. V,S,M ched V vels Large t V,S,M	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199
Grants +6 enhancement bonus to subject's existing natural Diministry of Plants  ffect: Move instantly from one plant to another of the same kind of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesse	st healin 24  DC 25  nstitution 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]	standard action	11 round 110 rounds + 1 round/level [max 40] 111 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creature will will consider than 30 ft. and the will consider than 30 ft. and the will consider the will be within range; see test personal the will consider the will be will consider the will be will consider the will be w	V,S ched object V,S //2 levels, r rt V,S,M/DF //S,M ched V vels Large ct V,S,M V,S,M	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation Caster Level: 30 Caster Level: 30 Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101
Grants +6 enhancement bonus to subject's existing natural properties of the control of the same kind of the control of the control of the same kind of the control of the same kind of the control of the same kind of the control of the control of the control of the same kind of the control o	24 st healin 24  DC 25  hstitution	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] None	standard action	1 round 1 rounds + 1 round/level [max 40] 1 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 1 round/level d [failed fort save and creature is slowed]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch Target: Creature tou Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal Target: You  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)	V,S ched object V,S //2 levels, r rt rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large rt V,S,M V,S,M	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199
Grants +6 enhancement bonus to subject's existing natural Diministry of Plants  ffect: Move instantly from one plant to another of the same kind of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesse	st healin 24  DC 25  nstitution 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless]	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  Time  1 standard action	11 round 110 rounds + 1 round/level [max 40] 111 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creature will will consider than 30 ft. and the will consider than 30 ft. and the will consider the will be within range; see test personal the will consider the will be will consider the will be will consider the will be w	V,S ched object V,S a/2 levels, r r t V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M V,S a/3 levels, r r t V,S or thrown w	ss or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation Caster Level: 30 Caster Level: 30 Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB III: p.101  SC: p.18  SC: p.40
Grants +6 enhancement bonus to subject's existing natural property of Plants  ffect: Move instantly from one plant to another of the same kind of the control of the same kind of the same kind of the control of the same kind of the same kind of the same kind of the same kind of the control of the same kind of the same ki	st healin 24  DC 25  nstitution 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  Time  1 standard action	11 round 110 rounds + 1 round/level [max 40] 111 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch	V,S ched object V,S a/2 levels, r rt V,S,M/DF chose area  Comp. V,S,M ched V V s Large ct t, V,S,M V,S a/3 levels, r rt V,S or thrown w	s or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101
Grants +6 enhancement bonus to subject's existing naturally control of the same kind of the same same sames lesser vigor except it grants all targets fast of the same will be same as mass lesser vigor except it grants all targets fast of the same was lesser vigor except it grants all targets fast of the same was largets of the same wa	DC 25 anstitution 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] None  mage to all within 15 ft. Will negates [harmless] Will negates [harmless] Will negates [harmless, object]	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  Time  1 standard action  1 round	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 11 round/level 13 [failed fort save and creature is slowed 11 round/level 11 minute/level 11 minute/level 11 hour/level [D]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou.  Close (100 ft.)  Target: You  Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch  Target: Your touche	V,S ched object V,S s/2 levels, r r t V,S,M/DF vhose area  Comp. V,S,M ched V vels Large t V,S,M V,S s/3 levels, r r t t V,S,S r thrown w V,S,F d staff	s or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208
Grants +6 enhancement bonus to subject's existing naturally Transport via Plants  ffect:  Move instantly from one plant to another of the same kind	st healin 24  DC 25  nstitution 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless]	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  Time  1 standard action  1 round	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 11 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level 13 minute/level 14 minute/level	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ]:  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch  Target: Your touche Touch	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area  Comp. V,S,M ched V vels Large ct V,S,M V,S,M V,S,S or thrown w V,S,F d staff V,S,DF	ss or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB III: p.101  SC: p.18  SC: p.40
Grants +6 enhancement bonus to subject's existing natural Diministry of Plants  ffect: Move instantly from one plant to another of the same kind of the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast fast in the same as mass lesser vigor except it grants all targets fast fast fast fast fast fast fast fa	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] . None  mage to all within 15 ft. Will negates [harmless] Will negates [harmless, object] None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  Time 1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 11 round/level 13 [failed fort save and creature is slowed 11 round/level 11 minute/level 11 minute/level 11 hour/level [D]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou.  Close (100 ft.)  Target: You  Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch  Target: Your touche	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area  Comp. V,S,M ched V vels Large ct V,S,M V,S,M V,S,S or thrown w V,S,F d staff V,S,DF	s or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208
Grants +6 enhancement bonus to subject's existing natural properties.  Move instantly from one plant to another of the same kind where the same same as mass lesser vigor except it grants all targets fast and the same wall that can be shaped.  Name  Nam	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless] . None  mage to all within 15 ft. Will negates [harmless] Will negates [harmless, object] None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 11 round/level 13 [failed fort save and creature is slowed 11 round/level 11 minute/level 11 minute/level 11 hour/level [D]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ]:  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch  Target: Your touche Touch	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area  Comp. V,S,M ched V vels Large ct V,S,M V,S,M V,S,S or thrown w V,S,F d staff V,S,DF	s or other touched Yes [harmless] to two of which can be No No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208
Grants +6 enhancement bonus to subject's existing naturally and provided in the same kind and the same kind and the same kind and the same kind and the same as mass lesser vigor except it grants all targets fast and and the same wall that can be shaped.  Name  Nam	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action	11 round 110 rounds + 1 round/level [max 40] 111 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level 11 minute/level 11 hour/level [D] 110 minutes/level [D]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ];  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch Target: Your touche Touch Target: One creatur Target: One creatur Target: Your touche Touch Target: One creatur 2 miles	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area  Comp. V,S,M ched V vels Large ct V,S,M V,S a/3 levels, r rt v,S,M V,S or thrown w V,S,F d staff V,S,DF a/level V,S	is or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants  Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless]	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30  School Transmutation Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49
Grants +6 enhancement bonus to subject's existing natural importance of the same kind of the same kind of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None  Reflex negates [harmless]  ors. None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  1 mund  1 standard action  1 mund  1 standard action  1 mund  1 standard action	1 round 1 rounds + 1 round/level [max 40] 1 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 1 round/level 2 [failed fort save and creature is slowed 1 round/level 1 minute/level 1 hour/level [D] 1 10 minutes/level [D] 4d12 hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ];  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch Target: Your touche Touch Target: One creatur 2 miles  Target: 2-mile-radius	V,S ched object V,S a/2 levels, r rt V,S,M/DF vhose area  Comp. V,S,M ched V vels Large ct V,S,M V,S or thrown w V,S,F d staff V,S,DF e/level V,S s circle, cer	is or other touched Yes [harmless] io two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants  Yes [harmless] io two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless]  No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49  PHB: p.214
Grants +6 enhancement bonus to subject's existing natural company of the company	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action	11 round 110 rounds + 1 round/level [max 40] 111 at 3 hp automatically healed per round. 11 Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 [failed fort save and creature is slowed 11 round/level 11 minute/level 11 hour/level [D] 110 minutes/level [D]	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft, apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see tei Personalal  Target: You  Close (100 ft.)  Target: One creatur more than 30 ft, apa Close (100 ft.)  Target: One melee o projectiles Touch Target: Your touche Touch Target: One creatur 2 miles  Target: 2-mile-radiu: Close (100 ft.)	V,S ched object V,S a/2 levels, r rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,N vvS,N vvS,S vvS,N	is or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless] No No tered on you; see text No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49
Grants +6 enhancement bonus to subject's existing natural importance of the same kind of the same kind of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast of the same as mass lesser vigor except it grants all targets fast	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None  Reflex negates [harmless]  ors. None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  1 mund  1 standard action  1 mund  1 standard action  1 mund  1 standard action	1 round 1 rounds + 1 round/level [max 40] 1 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 1 round/level or hours; see text 1 round/level 2 [failed fort save and creature is slowed 1 round/level 1 minute/level 1 hour/level [D] 1 10 minutes/level [D] 4d12 hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ];  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: One melee of projectiles Touch Target: Your touche Touch Target: One creatur 2 miles  Target: 2-mile-radius	V,S ched object V,S a/2 levels, r rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,N vvS,N vvS,S vvS,N	is or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless] No No tered on you; see text No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49  PHB: p.214
Grants +6 enhancement bonus to subject's existing natural property of Plants  ffect: Move instantly from one plant to another of the same kind where the control of the same kind property of of the same kind	DC 25 astitution 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None  Reflex negates [harmless]  ors. None	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  1 round  1 standard action  1 round  1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 failed fort save and creature is slowed 11 round/level 11 minute/level 11 hour/level [D] 12 dd12 hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft, apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see tei Personalal  Target: You  Close (100 ft.)  Target: One creatur more than 30 ft, apa Close (100 ft.)  Target: One melee o projectiles Touch Target: Your touche Touch Target: One creatur 2 miles  Target: 2-mile-radiu: Close (100 ft.)	V,S ched object V,S a/2 levels, r rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,M vvS,S vvS,N vvS,N vvS,S vvS,N	is or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless] No No tered on you; see text No	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Coster Level: 30 Conjuration Caster Level: 30 Conjuration (Summoning) Caster Level: 30	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49  PHB: p.214
Grants +6 enhancement bonus to subject's existing natural control of Plants  ffect: Move instantly from one plant to another of the same kind of Plants  ffect: Same as mass lesser vigor except it grants all targets fast of Plants  ffect: Same as mass lesser vigor except it grants all targets fast of Plants  ffect: Creates a stone wall that can be shaped.  Name  Danimalistic Power, Mass  ffect: Subject is imbued with +2 to Strength, Dexterity and Condition of Plants  ffect: One or more plants animate and fight for you.  Danimalistic Power, Mass  ffect: One or more plants animate and plercing; inflict 2d6 ain Outsider Type.  Danimal Aura of Vitality  ffect: Transform weapons into brilliant energy.  Danimal Blade  ffect: Transform weapons into brilliant energy.  Changestaff  ffect: Your staff becomes a treant on command.  Cloud-walkers  ffect: Changes weather in local area.  Changes weather in local area.  Creeping Doom  ffect: Swarms of centipedes attack at your command.  Cure Moderate Wounds, Mass  ffect:	DC 25 anstitution 25 25 25 25 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None  Reflex negates [harmless]  Ors.  None  Will half (harmless) or	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  1 round  1 standard action  1 round  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 failed fort save and creature is slowed 11 round/level 11 minute/level 11 hour/level [D] 12 dd12 hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creature more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see tei Personalal  Target: You  Close (100 ft.)  Target: One creature more than 30 ft. apa Close (100 ft.)  Target: One melee o projectiles Touch  Target: Your touche Touch  Target: One creature 2 miles  Target: 2-mile-radiu: Close (100 ft.)  Target: one swarm of Close (100 ft.)  Target: one swarm of Close (100 ft.)  Target: 1 creature/le  Close (100 ft.)  Target: 1 creature/le	V,S ched object V,S a/2 levels, r rt rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M V,S a/3 levels, r rt rt V,S or thrown w V,S,F d staff V,S,DF a/level V,S of centipede V,S of centipede V,S	is or other touched Yes [harmless] io two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless]  No plants or all plants  Yes [harmless] io two of which can be Yes [harmless, object] eapon, or fifty No Yes [harmless]  No tered on you; see text No se/2 levels Yes (harmless) or Yes	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Healing)	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49  PHB: p.214
Grants +6 enhancement bonus to subject's existing natural Diministry of Plants  ffect: Move instantly from one plant to another of the same kind of the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast in the same as mass lesser vigor except it grants all targets fast fact:  Name	DC 25 anstitution 25 25 25 25 25 25 25	Will negates [harmless] g ability for the duration See text  Saving Throw Will negates [harmless]  None  mage to all within 15 ft. Will negates [harmless]  Will negates [harmless,object]  None  Reflex negates [harmless]  Ors.  None  Will half (harmless) or	1 standard action  1 standard action  1 standard action  of the spell 1 standard action  1 round  1 standard action  1 round  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 round 10 rounds + 1 round/level [max 40] 11 at 3 hp automatically healed per round. Instantaneous  LEVEL 7  Duration 1 minute/level 11 round/level or hours; see text 11 round/level 12 failed fort save and creature is slowed 11 round/level 11 minute/level 11 hour/level [D] 12 dd12 hours; see text	Unlimited  Target: You and tou willing creatures 20 ft.  Target: One creatur more than 30 ft. apa Medium (400 ft.)  Target: Stone wall w square/level [S]  Range Touch  Target: Creature tou. Close (100 ft.)  Target: One/per 3 le within range; see te: Personalal  Target: You ]:  Close (100 ft.)  Target: One creatur more than 30 ft. apa Close (100 ft.)  Target: Your touche Touch Target: Your touche Touch Target: One creatur 2 miles  Target: 2-mile-radiu: Close (100 ft.)  Target: one swarm of Close (100 ft.)  Target: one swarm of Close (100 ft.)  Target: 1 creature/le than 30 ft. apart	V,S ched object V,S a/2 levels, r rt rt V,S,M/DF chose area  Comp. V,S,M ched V vels Large ct V,S,M V,S a/3 levels, r rt rt V,S or thrown w V,S,F d staff V,S,DF a/level V,S of centipede V,S of centipede V,S	is or other touched Yes [harmless] to two of which can be No is up to one 5-ft.  Spell Resistance Yes [harmless] No plants or all plants  Yes [harmless] to two of which can be Yes [harmless,object] eapon, or fifty No Yes [harmless] No tered on you; see text No ss/2 levels Yes (harmless) or Yes see text	Conjuration (Teleportation) Caster Level: 30 Conjuration (Healing) Caster Level: 30 Conjuration (Creation) [Earth] Caster Level: 30 School Transmutation Caster Level: 30 Transmutation [Cold] Caster Level: 30 Transmutation Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Summoning) Caster Level: 30 Conjuration (Healing)	SC: p.229  PHB: p.299  Source PHB II: p.101  PHB: p.199  PHB II: p.101  SC: p.18  SC: p.40  PHB: p.208  SC: p.49  PHB: p.214

				Diula Spelis					
□□□□□ Heal	25	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
Effect: Cures 10 points of damage/level [max 150], all disease:	and me	ental conditions.			Target: Creature to	uched		Caster Level: 30	
□□□□ Master Earth	25	N/A	1 standard action	Instantaneous	Personal	V,S,F	N/A	Transmutation	SC: p.139
Effect: Travel instantly through the earth to the exact location y	ou choo	50	401011		Target: You			Caster Level: 30	
Crying, Greater	25	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination	PHB: p.275
Effect:			action		Target: Magical se	nsor		(Scrying) Caster Level: 30	
As scrying, but faster and longer.  Shifting Paths	25	Will disbelief [if	10 minutes	1 hour/level	Medium (400 ft.)	V,S	Yes	Illusion (Glamer)	SC: p.188
Effect:		interacter with]			Target: 1-mile radio	us + 1 mile/l	evel	Caster Level: 30	
Creates an illusionary path and hides a path chosen by	you; see 25	e text. Reflex negates	1 standard	1 round/level	Close (100 ft.)	V,S,M	No	Conjuration	SC: p.192
Effect:		-	action		Target: 15 ftradiu	s spread		(Summoning) Caster Level: 30	
Green slime covers everything in area, dealing damage	to ever								
Storm of Elemental Fury	25	See text	1 round	4 rounds	Long (1600 ft.)	V,S	Yes	Conjuration (Summoning)	SC: p.209
Effect: See text.					Target: 40-ftradiu ground	s storm clou	ud, 200 feet above the	Caster Level: 30	
□□□□□ Storm Tower	25	Fortitude negates; see text	e 1 round	1 round/level [D]	Long (1600 ft.)	V,S	Yes	Abjuration [Air]	SC: p.210
Effect: Absorbs any electricity damage and magic missiles; see	tovt				Target: Cylinder 10	00-ft. tall, 20	-ftradius	Caster Level: 30	
Summon Nature's Ally VII	ioxi.	None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Calls creature to fight.					Target: One or more than 30 ft. ap		, no two of which can b		
□□□□□ Sunbeam	25	Reflex negates and Reflex half; see text	1 standard action	1 round/level or until all beams are exhausted	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: p.289
Effect: Up to 6 beams blind and deal 4d6 damage; undead take	1d6/lo				Target: Line from y	our hand		Caster Level: 30	
Swamp Lung	25	Fortitude negates	1 standard	Instantaneous	Medium (400 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.216
Effect:			action		Target: One living	creature with	h a respiratory system	Caster Level: 30	
Causes stagnant swamp water to fill the subject's lungs	; see tex	t. None		Instantaneous	Long (1600 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: p.294
Effect:			action		Target: All metal of	ojects within	a 40-ftradius burst	Caster Level: 30	
Metal within 40 ft. becomes wood.	25	Will negates	1 standard	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: p.296
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 30	•
Lets you see all things as they really are.	05	D	4 1	4 10			N.		00
□□□□□ Waterspout	25	Reflex negates	1 round	1 round/level	Long (1600 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.236
Effect: Create waterspout; see text					Target: Cylinder [5-	-ft. radius, 8	0 ft. high]	Caster Level: 30	
UUUU Wind Walk	25	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Ai	r]PHB: p.302
Effect: You and your allies turn vaporous and travel fast.		,			Target: You and O	ne touched		Caster Level: 30	
Word of Balance	25	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: p.242
Effect:		see lexi	action			n a 30-ftra	dies spread centered o	n Caster Level: 30	
Speaks a word that affects creatures; see text.	25	Reflex half; see text		Instantaneous	you 30 ft.	V,S,DF	No	Evocation [Earth]	PHB II: p.128
Effect:			action		Target: 30-ftline			Caster Level: 30	
Deals 1d6 bludgeoning/caster level [max 15d6] to eve			e and creatu	ires must make Reflex or be moved to					

random side. Rubble counts as difficult terrain [double movement].

## LEVEL 8

				LEVELO					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animal Shapes	26	None; see text	1 standard action	1 hour/level [D]	Close (100 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.198
iffect: One ally/level polymorphs into chosen animal.					Target: Up to one wo	villing creatu	re/level, all within 30 ft.	Caster Level: 30	
□□□□ Awaken, Mass	26	See text	24 hours	Instantaneous	Medium (400 ft.)	V,S,DF,XF	Yes	Transmutation	SC: p.21
ffect: You awaken one or more trees or animals to humanlike	sentien	ce. All awakened creatu	es must be	of the same type.	Target: One animal may be more than 3		evels, no two of which	Caster Level: 30	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	26	Reflex half; see text	1 standard action	Instantaneous	Long (1600 ft.)		No	Conjuration (Creation) Caster Level: 30	SC: p.37
iffect: Creatures take 1d8/caster level [max 20d8] and is buried	d under	5 ft of rubble; see text.			Target: Cylinder [15	o-it. radius, 4	to it. nignj	Caster Level: 30	
Brilliant Aura	26	Will negates [harmless]	1 standard action	1 round/level	Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.39
ffect: Functions as brilliant blade, except all subject creatures	weapor	ıs gain brilliant energy sı	ecial ability		Target: Weapons co			Caster Level: 30	
Cocoon	26	Fortitude negates	1 round	Instantaneous	Close (100 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: p.49
Effect: Corpse begins rebirth process if cast on it within 1 round	/level.				Target: One corpse	!		Caster Level: 30	
Control Plants	26	Will negates	1 standard action	1 minute/level	Close (100 ft.)	V,S, DF		Transmutation	PHB: p.213
ffect: Control actions of one or more plant creatures.					can be more than 3	0 ft. apart	tures, no two of which		
Cure Serious Wounds, Mass	26	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes (harmless) or Yes see text	(Healing)	PHB: p.216
ffect: Cures 3d8 +1/level [max +35] damage for many creature	es.				Target: 1 creature/li than 30 ft. apart	evel, no two	of which can be more	Caster Level: 30	
□□□□ Deadfall	26	Reflex partial; see tex	1 standard action	Instantaneous; see text	Long (1600 ft.)	V,S	No	Conjuration (Creation)	SC: p.59
ffect: Deal 1d6/level [max 20d6] to all in the area and on failed	save tl	ney are knocked prone.			Target: Mass of dearadius, 40 ft. high];		ming in a cylinder [20-ft	. Caster Level: 30	
□□□□□ Earth Glide	26	Will negates (harmless)	1 standard action	30 minutes	Touch	V,S,DF	Yes (harmless)	Transmutation	Race Sto: p.162
ffect: Grants target the ability to earth glide as if an earth elem	ental.				Target: Creature to	uched		Caster Level: 30	
□□□□□ Earthquake	26	See text	1 standard action	1 round	Long (1600 ft.)	V,S, DF	No	Evocation [Earth]	PHB: p.225
ffect: Intense tremor shakes 80-ftradius.					Target: 80-ftradius			Caster Level: 30	
□□□□□ Finger of Death	26	Fortitude partial	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Necromancy [Death]	PHB: p.230
ffect: Kills one subject.					Target: One living of			Caster Level: 30	
Maelstrom	26	Reflex negates; see text	1 round	1 round/level	Long (1600 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: p.135
Effect: Creates a maelstrom which affects waterborne creatures	s: see te	ext.			Target: A whirlpool	120 ft. wide	and 60 ft. deep	Caster Level: 30	
				* =Domain/Speciality Spell					

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

				Braia Opono					
□□□□□ Phantom Wolf		None	1 round	Concentration up to 1 round/level	Medium (400 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.157
Effect: Conjure phantom wolf to do your bidding.					Target: One summe	oned phanto	om wolf	Caster Level: 30	
□□□□□ Red Tide	26	Fortitude partial; see text	1 standard action	Instantaneous	Medium (400 ft.)	V,S,DF	Yes	Evocation [Water]	SC: p.170
Effect: Creatures knocked prone unless they save; see text for fa	ailed s	ave results.			Target: 30-ftradius	s burst		Caster Level: 30	
Repel Metal or Stone		None	1 standard action	1 round/level [D]	60 ft.	V,S	No	Abjuration [Earth]	PHB: p.271
Effect: Pushes away metal and stone.					Target: 60 ft. line fr	om you		Caster Level: 30	
Reverse Gravity	26	None; see text	1 standard action	1 round/level [D]	Medium (400 ft.)	V,S,M/DF	No	Transmutation	PHB: p.273
Effect: Objects and creatures fall upward.					Target: Up to 1 10-	ft. cube/2 le	vels [S]	Caster Level: 30	
□□□□ Stormrage	26	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: p.210
Effect: Launch lightning bolts 1d6 per level; see text.					Target: You			Caster Level: 30	
□□□□□ Summon Nature's Ally VIII		None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Calls creature to fight.					Target: One or mor more than 30 ft. ap-		no two of which can be	e Caster Level: 30	
□□□□ Sunburst	26	Reflex partial; see text	t 1 standard action	Instantaneous	Long (1600 ft.)	V,S,M/DF	Yes	Evocation [Light]	PHB: p.289
Effect: Blinds all within 10 ft., deals 6d6 damage.					Target: 80-ftradius	s burst		Caster Level: 30	
Unyielding Roots	26	Fortitude negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes [harmless]	Tranmutation	SC: p.228
Effect: Creature cannot move from the current space.					Target: Willing crea	ture touche	d	Caster Level: 30	
□□□□ Whirlwind	26	Reflex negates; see text	1 standard action	1 round/level [D]	Long (1600 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: p.301
Effect: Cyclone deals damage and can pick up creatures.					Target: Cyclone 10 and 30 ft. tall	ft. wide at b	ase, 30 ft. wide at top,	Caster Level: 30	
□□□□□Word of Recall	26	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: p.303
Effect: Teleports you back to designated place.					Target: You and too creatures	uched objec	ts or other willing	Caster Level: 30	

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

Notes:		
Character Sheet Notes:		