

\*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Small)	Light	+4	+4	-2	20
*Buckler (Small)	Shield	+1		-1	5

	DRUID WILDSHAPE	
Uses per day □□□		
Duration = 8 Hours		

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Masterwork Shortspear (Small)	Equipped	1	1.5	301.0
Chain Shirt (Small)	Equipped	1	12.5	100.0
Outfit (Explorer's/Small)	Equipped	1	2.0	10.0
Buckler (Small)	Equipped	1	2.5	15.0
Backpack (Small) 4.25 lbs., 1 Rations (Trail/Per Day) (Small), 2 Moss Agate, 1 Book Volume 2 Flora and Fauna, 1 Case (Map or Scroll), 1 Coin (Crystal), 53 Coin (Gold), 121 Coin (Platinum), 1 Gem (Fire Opal), 1 Ink (1 Oz. Vial), 1 Inkpen	Equipped	1	0.5	2.0
Rations (Trail/Per Day) (Small)	Backpack (Small)	1	0.25	0.5
Book Volume 2 Flora and Fauna +2 Knowledge Nature for Flora and Fauna	Backpack (Small)	1	0.0	0.0
Case (Map or Scroll) 0 lbs., 20 Paper (Sheet)	Backpack (Small)	1	0.5	1.0
Paper (Sheet)	Case (Map or Scroll)	20	0.0 (0.0)	0.4 (8.0)
Ink (1 Oz. Vial)	Backpack (Small)	1	0.0	8.0
Inkpen	Backpack (Small)	1	0.0	0.1
Pouch (Belt) (Small) 1.54 lbs., 6 Bullet (Sling) (Small), 23 Berry, 1 Coin (Copper), 1 Coin (Silver), 1 Flint and Steel, 6 Goodberry, 1 Signal Whistle	Equipped	1	0.12	1.0
Bullet (Sling) (Small)	Pouch (Belt) (Small)	6	0.25 (1.5)	0.01 (0.06)
Berry	Pouch (Belt) (Small)	23	0.0 (0.0)	0.0 (0.0)
Flint and Steel	Pouch (Belt) (Small)	1	0.0	1.0
Goodberry	Pouch (Belt) (Small)	6	0.0 (0.0)	0.0 (0.0)
Signal Whistle	Pouch (Belt) (Small)	1	0.0	0.8
Action Point Action Points	Equipped	7	0.0 (0.0)	0.0 (0.0)
Handy Haversack 4.25 lbs., 1 Bedroll (Small), 1 Dagger +1, 1 Everburning Torch, 1 Torch	Equipped	1	5.0	2000.0
Bedroll (Small)	Handy Haversack	1	1.25	0.1
Dagger +1	Handy Haversack	1	1.0	2302.0
Everburning Torch Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.	Handy Haversack	1	1.0	110.0
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.  □	Handy Haversack	1	1.0	0.01
Sling (Small) 0 lbs.	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/V	ALUE		27.94 lbs.	4860.57 gp

WEIGHT	ALLOWANCE
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Light	28	Medium	57	Heavy	86
Lift over head	86	Lift off ground	172	Push / Drag	431

Coin (Crystal): 1[Backpack (Small)] Coin (Platinum): 121[Backpack (Small)] Coin (Gold): 53[Backpack (Small)] Coin (Silver): 1[Equipped] Coin (Silver): 1[Pouch (Belt) (Small)] Coin (Copper): 1[Pouch (Belt) (Small)] 1 x Gem (Fire Opal) (500) [Backpack (Small)] 2 x Moss Agate (10) [Backpack (Small)] Total = 1808.21 gp

# **LANGUAGES**

Common, Druidic, Elven, Halfling, Sylvan

# OTHER COMPANIONS

Storn - William

Xiao - John - Richard, wears a mask at all times.

Barrow the Big - Jon Bellock - Hugh Irk - Richard Ret - William

# Special Qualities

## Animal Companion (Ex)

[Wizards of the Coast Revised (v.3.5) System Reference Document, Classesl.rtf]

A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished. A druid of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits  Humanoids eat/sleep/breathe	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Nature Sense (Ex)	[Wizards of the Coast -

Revised (v.3.5) System Reference Document Classesl.rtf]

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex) [Wizards of the Coast Revised (v.3.5) System Reference Document Classesl.rtf]

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous casting - Summon Nature's Ally (Wizards of the Coast Revised (v.3.5) System Reference Document, Classesl.rtf]

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Trackless Step (Ex) [Wizards of the Coast Revised (v.3.5) System Reference Document Classesl.rtf]

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

[Wizards of the Coast Wild Empathy (Ex) Revised (v.3.5) System Reference Document Classesl.rtf] +11 (+7 on Magical Beasts) [Wizards of the Coast

Wild Shape (Su)

Revised (v.3.5) System Reference Document] 3/day for 8 hours (Large)

Woodland Stride (Ex)

[Wizards of the Coast Revised (v.3.5) System Reference Document, ClassesLrtf1

You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment., You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.

### Feats

#### Ashbound

[Skylar's Converted LST Homebrew - Mv Campaign]

The duration of your summoned nature's ally spells is doubled. Creatures summoned by those spells received a +3 luck bonus on their attack rolls.

### Augment Summoning

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

### Greenbound Summoning

[Skylar's Converted LST

Homebrew - My Campaign]

All animals that you summon using Summon Natures Ally acquire the greenbound template for as long as the summoning spell lasts.

#### Spell Focus (Conjuration)

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

#### Armor Proficiency (Light)

[Wizards of the Coast Revised (v.3.5) System Reference Document, Feats.rtf]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

## Armor Proficiency (Medium)

[Wizards of the Coast Revised (v.3.5) System Reference Document, Feats.rtf]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

## Shield Proficiency

[Wizards of the Coast Revised (v.3.5) System Reference Document Feats.rtf1

You can use a shield and take only the standard penalties.

### **PROFICIENCIES**

Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

Animal Companion: Willow (Riding Dog)							
HP:	40	AC:	21	INIT:	+3		
FORT:	+7	REF:	+8	WILL:	+4		
*Bite (Natural/Primary)	+8	DAM:	1d6+4	CRIT:	20/x2		
Special:	Special: Share Spells Animal Traits, Bonus Tricks, Devotion, Evasion, Link, Low-light Vision, Scent						
Tricks:	Attack, Come	Attack, Come, Defend, Down, Guard, Heel, Track, Trained for Combat Riding, Work					

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

# LEVEL 0

		LEVEL	U			
Name	Save Information	Time	Duration	Range	Comp.	Source
Create Water		1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsC.rtf
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 16 gallo	ons of water		Caster Level:8	
Effect: Creates 16 gallons of pure water.  Cure Minor Wounds	DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)				Touch		NOND. Openso.ru
Effect: Cures 1 point of damage.	SR: Yes (harmless); see text	Target: Creature touc	cnea		Caster Level:8	
Dawn	DC: 14, Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	٧	My: null
School: Abjuration	SR: Yes (harmless)	Target: All creatures	in a 15-ft. radius burst centered on you		Caster Level:8	•
Effect: Sleeping/Unconcious creatures in area awaken.	on: res (namicss)	rarget. All creatures	in a 10 it. radius buist centered on you		Oddier Level.o	
Detect Magic		1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level:8	
Effect: Detects spells and magic items within 60 ft.	<i>5</i> 710	rargot. Cono onapoc	· Omanadon		04010/ 2010/10	
Detect Poison		1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: One creature	, one object, or a 5-ft. cube		Caster Level:8	
Effect: Detects poison in one creature or small object.			•			
□□□□□ Flare	DC: 14, Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	RSRD: SpellsF-G.rtf
School: Evocation [Light]	SR: Yes	Target: Burst of light			Caster Level:8	
Effect: Dazzles one creature [-1 on attack rolls].						
□□□□□ Guidance	DC: 14, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
School: Divination	SR: Yes	Target: Creature touc	ched		Caster Level:8	
Effect: +1 on one attack roll, saving throw, or skill check.						
□□□□ Know Direction		1 standard action	Instantaneous	Personal	V, S	RSRD: SpellsH-L.rtf
School: Divination	SR: No	Target: You			Caster Level:8	
Effect: You discern north.		4	00	Touch	V, M/DF	DCDD, Carallal I Just
Light		1 standard action	80 minutes [D]	rouch		RSRD: SpellsH-L.rtf
School: Evocation [Light]	SR: No	Target: Object touche	ed		Caster Level:8	
Effect: Object shines like a torch.	DC: 14, Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
Mending School Transmutation						
School: Transmutation  Effect: Makes minor repairs on an object.	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level:8	
□□□□□ Naturewatch		1 standard action	80 minutes	30 ft.	S	My: null
School: Necromancy	SR: No	Target: Cone-shaped			Caster Level:8	*
Effect: As deathwatch, but on animals and plants.	0.010	rarger. Cone-snaped	· oandion		Justor Level.0	
Purify Food and Drink	DC: 14, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
School: Transmutation	SR: Yes (object)		ntaminated food and water		Caster Level:8	
Effect: Purifies 8 cu. ft of food or water.						
Read Magic		1 standard action	80 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
School: Divination	SR: No	Target: You			Caster Level:8	
Effect: Read scrolls and spellbooks.						
□□□□□ Resistance	DC: 14, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	ched		Caster Level:8	
Effect: Subject gains +1 on saving throws.						
UUUU Virtue	DC: 14, Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
School: Transmutation	SR: Yes (harmless)	Target: Creature touc	ched		Caster Level:8	
Effect: Subject gains 1 temporary hp.						
Ellect. Subject gains Tremporary rip.		I E\/EI	1			
		LEVEL			0	2
Name	Save Information	Time	Duration	Range	Comp.	Source My pull
Name		Time 1 round	<b>Duration</b> Concentration, up to 8 rounds [D]	Range Close (45 ft.)	V, S, M	Source My: null
Name Animate Fire  School: Transmutation [Fire]	Save Information SR: No	Time	<b>Duration</b> Concentration, up to 8 rounds [D]			
Name		Time 1 round Target: One Small Fire	<b>Duration</b> Concentration, up to 8 rounds [D] re	Close (45 ft.)	V, S, M Caster Level:8	My: null
Name	SR: No	Time 1 round Target: One Small Fire 1 round	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D]		V, S, M Caster Level:8 V, S, M	
Name  Charles Fire  School: Transmutation [Fire]  Effect: Turn campfire into Small elemental.  Charles Water  School: Transmutation [Water]		Time 1 round Target: One Small Fire	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D]	Close (45 ft.)	V, S, M Caster Level:8	My: null
Name Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental.	SR: No	Time 1 round Target: One Small Fire 1 round	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D]	Close (45 ft.)	V, S, M Caster Level:8 V, S, M	My: null
Name Animate Fire School: Transmutation (Fire) Effect: Turn campfire into Small elementalAnimate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elementalAnimate Wood	SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D]	Close (45 ft.)  Close (45 ft.)	V, S, M  Caster Level:8  V, S, M  Caster Level:8  V, S, M	My: null
Name Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental.	SR: No SR: No SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds (D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object	Close (45 ft.)  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8	My: null  My: null
Name	SR: No SR: No SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D]	Close (45 ft.)  Close (45 ft.)	V, S, M  Caster Level:8  V, S, M  Caster Level:8  V, S, M	My: null
Name  Charles Fire  School: Transmutation [Fire]  Effect: Turn campfire into Small elemental.  Charles Transmutation [Water]  Effect: Turn quantity of water into Small elemental.  Charles Transmutation [Water]  Effect: Turn quantity of water into Small elemental.  Charles Transmutation  School: Transmutation	SR: No SR: No SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds (D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object	Close (45 ft.)  Close (45 ft.)  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8	My: null  My: null  My: null
Name  Chool: Transmutation (Fire)  Effect: Turn campfire into Small elemental.  Chool: Transmutation (Water)  Effect: Turn quantity of water into Small elemental.  Chool: Transmutation (Water)  Effect: Turn quantity of water into Small elemental.  Chool: Transmutation  Effect: Turn Small or smaller wooden item into animated ob	SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M/DF Caster Level:8	My: null  My: null  My: null  My: null
Name Animate Fire School: Transmutation [Fire] Effect: Turn campfire into Small elemental. Animate Water School: Transmutation [Water] Effect: Turn quantity of water into Small elemental. Animate Wood School: Transmutation Effect: Turn Small or smaller wooden item into animated ob	SR: No SR: No SR: No	Time 1 round Target: One Small Fir 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds (D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object	Close (45 ft.)  Close (45 ft.)  Touch	V, S, M Caster Level:8 V, S, M/DF	My: null  My: null  My: null
Name  \[ \] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SR: No SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M/DF Caster Level:8	My: null  My: null  My: null  My: null
Name	SR: No SR: No SR: No SR: No SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] rr up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8	My: null  My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M/DF Caster Level:8  V, S Caster Level:8  V, S, M/DF	My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8	My: null  My: null  My: null  My: null  My: null
Name  \[ \] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 Caster Level:8	My: null  My: null  My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  g foes.	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds	Close (45 ft.)  Close (45 ft.)  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF	My: null  My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touch	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 Caster Level:8	My: null  My: null  My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: No  DC: 15, Fortitude negates (harmless)	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF	My: null  My: null  My: null  My: null  My: null  My: null
Name	SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  GR: No  DC: 15, Fortitude negates (harmless)  SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  GR: No  DC: 15, Fortitude negates (harmless)  SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g toes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours 6 minutes 7 minutes 7 minutes 7 minutes 8 minutes 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, M, XP	My: null
Name	SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  GR: No  DC: 15, Fortitude negates (harmless)  SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours 6 minutes 7 minutes 7 minutes 7 minutes 8 minutes 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 Caster Level:8 Caster Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g toes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 8 hours 6 minutes 7 minutes 7 minutes 7 minutes 8 minutes 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, M, XP	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g toes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Tiny construct	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  8 hours  8 minutes ched Instantaneous	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch	V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M/DF Caster Level:8  V, S, M/DF Caster Level:8  V, S, M/DF Caster Level:8  V, S, DF Caster Level:8  V, S, DF Caster Level:8  V, S, DF Caster Level:8  V, S, M, SP Caster Level:8  Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  SR: No  SR: No  SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Touch touc 1 standard action Target: Touch touc 1 standard action Target: Treature touc 1 standard action Target: Treature touc 1 standard action Target: Treature touc 1 standard action Target: Tiny construct 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  8 minutes ched  Instantaneous  tt  8 hours [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, M, XP Caster Level:8 V, S, M, CASTER Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  SR: No  SR: No  SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  8 hours  8 minutes ched Instantaneous	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, M, XP Caster Level:8 V, S, M, XP Caster Level:8 V, S, M, XP	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  SR: No  SR: No  SR: No	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Touch touc 1 standard action Target: Touch touc 1 standard action Target: Treature touc 1 standard action Target: Treature touc 1 standard action Target: Treature touc 1 standard action Target: Tiny construct 1 standard action Target: You	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  8 hours  8 minutes ched  Instantaneous ct  8 hours [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S, M, XP Caster Level:8 V, S, M, CASTER Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  g foes.  SR: No  DC: 15, Fortitude negates (harmless)  SR: No  rees and can brachiate through forest.	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 40 ft radius, 2	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  Instantaneous ct  8 hours [D]  8 minutes ched  Instantaneous ct  Inst	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  g foes.  SR: No  DC: 15, Fortitude negates (harmless)  SR: No  rees and can brachiate through forest.	Time 1 round Target: One Small Fil 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Trip construct 1 standard action Target: Trip construct 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  8 hours  8 minutes ched  Instantaneous ct  8 hours [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Touch	V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M Caster Level:8  V, S, M/DF Caster Level:8  V, S, M/DF Caster Level:8  V, S, M/DF Caster Level:8  V, S, DF Caster Level:8  V, S, M, XP Caster Level:8  V, S, M, SP Caster Level:8  V, S, DF	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)  g foes.  SR: No  DC: 15, Fortitude negates (harmless)  SR: No  rees and can brachiate through forest.	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: 40 ft radius, 2 1 immediate action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rr up to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes ched  Instantaneous ct  8 hours [D]  8 minutes ched  Instantaneous ct  Inst	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 4 of tradius, 2 1 immediate action Target: 8 willing creat	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 1 minutes ched Instantaneous ct 8 hours [D] 8 minutes ched Instantaneous ct 8 minutes ched 8 hours [D] 8 minutes ched Instantaneous ct 9 minutes ched 1 minutes ched 1 minutes ched 2 minutes ched 3 minutes ched 3 minutes ched 4 minutes ched 5 minutes ched 6 minutes ched 7 minutes ched 8 minutes ched 8 minutes ched 9 mi	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)  Close (45 ft.)  part.	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 S, DF Caster Level:8 S, DF Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  DC: 15, Will negates; see text	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 8 willing creat 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 1 Instantaneous tt 8 hours [D] 8 minutes ched Instantaneous tt 8 minutes the finance [D] 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 S, DF Caster Level:8 V, S	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 4 of tradius, 2 1 immediate action Target: 8 willing creat	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 1 Instantaneous tt 8 hours [D] 8 minutes ched Instantaneous tt 8 minutes the finance [D] 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)  Close (45 ft.)  part.	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 S, DF Caster Level:8 S, DF Caster Level:8	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  DC: 15, Will negates; see text	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 8 willing creat 1 standard action Target: 8 willing creat 1 standard action Target: Animals withi	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched Instantaneous tt 8 hours [D] 8 minutes ched Instantaneous tt 8 minutes concentration, up to 8 rounds [D] 8 rounds 8 minutes ched 8 minutes ched Instantaneous tt 8 minutes concentration, up to 8 rounds [D] 8 minutes ched 8 minutes concentration, up to 8 rounds [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Medium (180 ft.)  Close (45 ft.)  part.  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsC.rtf
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) J foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 8 willing creat 1 standard action Target: Animals withit 1 standard action	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched 1 Instantaneous tt 8 hours [D] 8 minutes ched Instantaneous tt 8 minutes the finance [D] 8 minutes	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Touch  Medium (180 ft.)  Close (45 ft.)  part.	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, MDF Caster Level:8 V, S, MDF Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S, Caster Level:8 V, S, DF Caster Level:8 V, S	My: null
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) g foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No  DC: 15, Will negates; see text	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: Tiny construct 1 standard action Target: You 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 8 willing creat 1 standard action Target: 8 willing creat 1 standard action Target: Animals withi	Duration Concentration, up to 8 rounds [D] re Concentration, up to 8 rounds [D] r up to 5ft. on a side Concentration, up to 8 rounds [D] smaller wooden object 80 minutes [D] 8 rounds 8 minutes ched Instantaneous tt 8 hours [D] 8 minutes ched Instantaneous tt 8 minutes concentration, up to 8 rounds [D] 8 rounds 8 minutes ched 8 minutes ched Instantaneous tt 8 minutes concentration, up to 8 rounds [D] 8 minutes ched 8 minutes concentration, up to 8 rounds [D]	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Medium (180 ft.)  Close (45 ft.)  part.  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, M/DF Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsC.rtf
Name	SR: No  SR: No  SR: No  SR: No  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) J foes.  SR: No  DC: 15, Fortitude negates (harmless) SR: Yes (harmless) SR: No	Time 1 round Target: One Small Fit 1 round Target: Cube of wate 1 round Target: One Small or 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Tiny construct 1 standard action Target: Tiny construct 1 standard action Target: 40 ft radius, 2 1 immediate action Target: 8 willing creat 1 standard action Target: Animals withit 1 standard action	Duration Concentration, up to 8 rounds [D] re  Concentration, up to 8 rounds [D] rup to 5ft. on a side  Concentration, up to 8 rounds [D] smaller wooden object  80 minutes [D]  8 rounds  8 minutes object  8 hours  8 minutes object  8 hours  8 minutes object  8 min	Close (45 ft.)  Close (45 ft.)  Touch  Personal  Touch  Personal  Touch  Medium (180 ft.)  Close (45 ft.)  part.  Close (45 ft.)	V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, MDF Caster Level:8 V, S, MDF Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S, Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsC.rtf

		Druid Spe	elis			
□□□□□ Charm Animal	DC: 15, Will negates	1 standard action	8 hours	Close (45 ft.)	V, S	RSRD: SpellsC.rtf
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level:8	
Effect: Makes one animal your friend.		1 standard action	8 rounds	Personal	V, S	My: null
School: Transmutation	SR: No	Target: You			Caster Level:8	
Effect: Your hands become weapons that deal 1d8 damage		1 standard action	9 minutes [D]	Touch	V, S, M	Margadi
School: Transmutation	DC: 15, Will negates (harmless)  SR: No (harmless)	Target: Creature tour	8 minutes [D]	Touch	Caster Level:8	My: null
Effect: Touched creature gains increased climbing ability.	SA. No (Harriess)	rarget. Creature tout	Siled		Caster Level.o	
□□□□□ Cloudburst		1 round	80 minutes [D]	Long (720 ft.)	V, S	My: null
School: Evocation [Water]	SR: No	Target: 100 ft. Radiu	s emanation		Caster Level:8	
Effect: Hampers vision and ranged attacks, puts out norma  Cold Fire	DC: 15, No (fire source) or Fortitude half	1 standard action	8 minutes [D] [fire source] or	Close (45 ft.)	V, S, DF	My: null
	(creature)					,
School: Transmutation [Cold]  Effect: Fire bcomes blue and white, emits cold.	SR: No (fire source) or Yes (creature)	rarget: One fire sour	ce [up to a 20-ft cube] or one creature; see	lext	Caster Level:8	
□□□□ Crabwalk		1 standard action	8 minutes	Touch	V, S, M	My: null
School: Transmutation	SR: No	Target: Creature tour	ched		Caster Level:8	
Effect: Touched creature gains bonus while charging.	DC: 16, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature tour			Caster Level:8	rtorto. opolico.iti
Effect: Cures 1d8+5 damage.	,,	-				
□□□□□ Deep Breath		1 immediate action	8 rounds	Personal	V	My: null
School: Conjuration (Creation) [Air]  Effect: Your lungs are filled with air.	SR: No	Target: You			Caster Level:8	
Delay Disease	DC: 16, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	My: null
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature tour	ched		Caster Level:8	
Effect: Ravages of disease staved off for a day.		1 standard action	Concentration up to 90 minutes [D]	Long (720 ft )	V 6	RSRD: SpellsD-E.rtf
Detect Animals or Plants	CD: No		Concentration, up to 80 minutes [D]	Long (720 ft.)	V, S	KSKD: SpellSD-E.ftl
School: Divination  Effect: Detects kinds of animals or plants.	SR: No	Target: Cone-shaped	a emaliation		Caster Level:8	
Detect Snares and Pits		1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped	demanation		Caster Level:8	
Effect: Reveals natural or primitive traps.  DDDDDEndure Elements	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature tour			Caster Level:8	
Effect: Exist comfortably in hot or cold environments.						
□□□□□ Enrage Animal		1 standard action	Concentration + 8 rounds	Medium (180 ft.)	V, S	My: null
School: Enchantment (Compulsion) [Mind-Affecting]  Effect: Animal rages like barbarian, not fatigued.	SR: Yes	Target: One animal			Caster Level:8	
Entangle	DC: 15, Reflex partial; see text	1 standard action	8 minutes [D]	Long (720 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
School: Transmutation	SR: No	Target: Plants in a 40	0-ftradius spread		Caster Level:8	
Effect: Plants entangle everyone in 40-ftradius circle.		4 -4	0 minutes IDI	L === (700 ft )	V, S, DF	DODD: 0#-E 0 -#
Sebadi Evacation (Light)	SR: Yes	1 standard action	8 minutes [D]	Long (720 ft.)	Caster Level:8	RSRD: SpellsF-G.rtf
School: Evocation [Light]  Effect: Outlines subjects with light, canceling blur, concealn		rarger: Creatures an	d objects within a 5-ftradius burst		Caster Level:8	
□□□□□ Foundation of Stone		1 standard action	8 rounds	Close (45 ft.)	V, S, DF	My: null
School: Transmutation [Earth]	SR: No	Target: 8 creatures, i	no two of which are more than 30 ft. apart		Caster Level:8	
Effect: +2 AC, +4 bonus to resist bull rush and trip attacks.		1 standard action	8 days	Touch	V, S, DF	RSRD: SpellsF-G.rtf
School: Transmutation	SR: Yes	Target: 2d4 fresh bei	•		Caster Level:8	
Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].		-				
□□□□ Hawkeye		1 standard action	80 minutes [D]	Personal	V	My: null
School: Transmutation  Effect: Increase range increments by 50%, +5 on Spot chee	SR: No	Target: You			Caster Level:8	
Healthful Rest	DC: 16, Will negates (harmless)	10 minutes	24 hours	Close (45 ft.)	V, S	My: null
			no two of which are more than 30 ft. apart		Caster Level:8	
School: Conjuration (Healing)	SR: Yes (harmless)	Target: 8 creatures, i			Caster Level.0	
Effect: Subjects heal at twice the normal rate.				Touch		RSRD: SnellsH-I rtf
Effect: Subjects heal at twice the normal rate.  Hide from Animals	DC: 15, Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF	RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.			80 minutes [D]	Touch		RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF Caster Level:8 V, S, M	RSRD: SpellsH-L.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No	1 standard action  Target: 8 creatures to	80 minutes [D] 80 minutes		S, DF Caster Level:8	
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless) SR: Yes DC: 15, Fortitude negates; see text SR: No	1 standard action  Target: 8 creatures to 1 standard action	80 minutes [D] 80 minutes		S, DF Caster Level:8 V, S, M	
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.	1 standard action  Target: 8 creatures to 1 standard action  Target: Creature or c	80 minutes [D]  buched  80 minutes  biject touched  8 minutes [D]	Touch	S, DF Caster Level:8 V, S, M Caster Level:8	My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes	1 standard action Target: 8 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature touch	80 minutes [D] buched 80 minutes bject touched 8 minutes [D] ched	Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8	My: null RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes. DC: 15, Will negates (harmless)  SR: Yes ks.	1 standard action Target: 8 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature tour 1 standard action	80 minutes [D]  buched  80 minutes  biject touched  8 minutes [D]	Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M	My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes	1 standard action Target: 8 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature touch	80 minutes [D] buched 80 minutes bject touched 8 minutes [D] ched	Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8	My: null RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes. DC: 15, Will negates (harmless)  SR: Yes ks.	1 standard action Target: 8 creatures to 1 standard action Target: Creature or or 1 standard action Target: Creature tour 1 standard action	80 minutes [D] buched 80 minutes bject touched 8 minutes [D] ched	Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M	My: null RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  ks.  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You	80 minutes [D] buched 80 minutes biject touched 8 minutes [D] ched 8 hours [D]	Touch Touch Personal	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action	80 minutes [D] buched 80 minutes biject touched 8 minutes [D] ched 8 hours [D]	Touch Touch Personal	S, DF Caster Level:8 V, S, M	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour	80 minutes [D] buched 80 minutes bipect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes	Touch Touch Personal Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creature	80 minutes [D] buched 80 minutes biplect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched	Touch  Touch  Personal  Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes. DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged	Touch Touch Personal Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes. DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  BC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creature	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged	Touch  Touch  Personal  Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes. DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  BC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged	Touch  Touch  Personal  Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes. DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  BC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tout 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched	Touch  Touch  Touch  Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  attack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  mage.	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tout 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes	Touch  Touch  Touch  Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  attack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  mage.	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes sis in 20-ft. radius from you, 20 ft. high	Touch  Personal  Touch  Touch  Touch  20 ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, CS Caster Level:8 Caster Level:8 Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes. DC: 15, Will negates (harmless)  SR: Yes cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: Yes (harmless, object)  nage.  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You	80 minutes [D] buched 80 minutes bipect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous	Touch  Personal  Touch  Touch  Touch  20 ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S, Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  C: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  C: 15, Will negates (harmless, object)  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours Ched 8 minutes [D] 8 hours Ched 9 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes ts in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D]	Touch  Personal  Touch  Touch  Touch  20 ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes. DC: 15, Will negates (harmless)  SR: Yes cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: Yes (harmless, object)  nage.  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours Ched 8 minutes [D] 8 hours Ched 9 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes ts in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D]	Touch  Personal  Touch  Touch  Touch  20 ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S, Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  C: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  C: 15, Will negates (harmless, object)  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours Ched 8 minutes [D] 8 hours Ched 9 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes ts in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D]	Touch  Personal  Touch  Touch  Touch  20 ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, M Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  C: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  C: 15, Will negates (harmless, object)  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Living creature 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: 8 creatures to	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D]	Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, F Caster Level:8 V, S, DF Caster Level:8 Caster Level:8 V, S, DF Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  DC: 15, Will negates (harmless, object)  SR: No  SR: No  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Flame in you	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm	Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  DC: 15, Will negates (harmless, object)  SR: No  SR: No  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: Standard action	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D]	Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tout 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 8 creatures to 1 standard action Target: Flame in you 1 standard action Target: Flame in you 1 standard action Target:	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm 1 minute	Touch  Touch  Personal  Touch  Touch  Touch  Touch  Touch  Oft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  attack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  mage.  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Plame in you 1 standard action Target: Flame in you 1 standard action Target: 1 standard action Target: 1 standard action Target:	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm	Touch  Touch	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tout 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action Target: 8 creatures to 1 standard action Target: Flame in you 1 standard action Target: Flame in you 1 standard action Target:	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm 1 minute	Touch  Touch  Personal  Touch  Touch  Touch  Touch  Touch  Oft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S, DF Caster Level:8 V, S Caster Level:8 V, S Caster Level:8 V, S Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  SR: Yes (harmless)  SR: Yes (harmless, object)  SR: No  SR: No  SR: No  SR: No  SR: No  SR: No  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Plame in you 1 standard action Target: Flame in you 1 standard action Target: 1 standard action Target: 1 standard action Target:	80 minutes [D] buched 80 minutes bipiect touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes dis in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm 1 minute	Touch  Touch  Personal  Touch  Touch  Touch  Touch  Touch  Oft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No lowing foes.  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  attack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  nage.  SR: No  SR: No  SR: No  SR: Yes (harmless)  SR: Yes (harmless)	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tour 1 standard action Target: Creature tour 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: Cloud spread 1 round Target: You 1 standard action Target: 8 creatures to 1 standard action Target: Flame in you 1 standard action Target: You 1 standard action Target: Creature tour 1 standard action Target: Creature tour	80 minutes [D] buched 80 minutes bipict touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm 1 minute 8 minutes 80 minutes ched	Touch  Touch  Personal  Touch  Touch  Touch  20 ft.  Personal  Touch  O ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S Caster Level:8	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf  My: null  My: null  My: null  My: null
Effect: Subjects heal at twice the normal rate.	DC: 15, Will negates (harmless)  SR: Yes  DC: 15, Fortitude negates; see text  SR: No  DC: 15, Will negates (harmless)  SR: Yes  cks.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless)  DC: 15, Will negates (harmless)  SR: Yes (harmless)  attack and damage rolls.  DC: 15, Will negates (harmless, object)  SR: Yes (harmless, object)  mage.  SR: No  DC: 15, Will negates (harmless)  SR: Yes (harmless, object)  SR: No  SR: No	1 standard action Target: 8 creatures to 1 standard action Target: Creature or of 1 standard action Target: Creature tout 1 standard action Target: You 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Up to three p 1 standard action Target: You 1 standard action Target: Flame in you 1 standard action Target: You 1 standard action Target: You 1 standard action	80 minutes [D] buched 80 minutes bipict touched 8 minutes [D] ched 8 hours [D] 8 hours ched 8 minutes re touched 30 minutes or until discharged ebbles touched 8 minutes Is in 20-ft. radius from you, 20 ft. high Instantaneous 8 hours [D] buched 8 minutes [D] r palm 1 minute 8 minutes 80 minutes ched	Touch  Touch  Personal  Touch  Touch  Touch  20 ft.  Personal  Touch  O ft.	S, DF Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, M Caster Level:8 V, S, DF Caster Level:8 V, S, DF Caster Level:8 V, S, Caster Level:8 V, S	My: null  RSRD: SpellsH-L.rtf  RSRD: SpellsH-L.rtf  My: null  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  My: null  RSRD: SpellsP-R.rtf  My: null  My: null  My: null  My: null

Effect: +20 ft. to subject's burrow speed.		Didia Spells			
Remove Scent School: Transmutation	DC: 15, Will negates SR: Yes	1 standard action 80 minutes  Target: Creature touched	Touch	V, S, M Caster Level:8	My: null
Effect: Hides touched creatures scent.  Resist Planar Alignment	DC: 15, Fortitude negates (harmless)	1 standard action 80 minutes	Touch	V, S, DF	My: null
School: Abjuration  Effect: Subject can resist penalties for being an opposed ali	SR: Yes (harmless) gnment on an aligned Outer Plane. DC: 15, Reflex half	Target: Creature touched  1 standard action Instantaneou	ıs 10 ft.	Caster Level:8	Maranill
School: Evocation	SR: Yes	1 standard action Instantaneous  Target: 10 ft. radius burst centered		V, S, DF Caster Level:8	My: null
Effect: You fire hot sand that deals 1d6 nonlethal damage, s  Shillelagh	DC: 15, Will negates (object)	1 standard action 8 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation  Effect: Cudgel or quarterstaff becomes +1 weapon dealing  Slow Burn	SR: Yes (object) damage as if two size categories larger for 8 min	Target: One touched nonmagical or utes.  1 standard action 1 minute	Medium (180	Caster Level:8  Oft.) V, S, M/DF	My: null
School: Transmutation [Fire]  Effect: Fires burn twice as long.	SR: No	Target: 30-ft-radius spread	,	Caster Level:8	ŕ
School: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action Instantaneou  Target: One allied creature	Close (45 ft.)	V, S, M/DF Caster Level:8	My: null
Effect: Subject immediately makes one attack.  School: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action 8 hours [D]  Target: Creature touched	Touch	V, S Caster Level:8	My: null
Effect: Subject walks easily on ice and snow.  Speak with Animals		1 standard action 8 minutes	Personal	V, S	RSRD: SpellsS.rtf
School: Divination  Effect: You can communicate with animals.  Communicate with animals.	SR: No	Target: You  1 round 8 rounds [D]	Close (45 ft.)	Caster Level:8  V, S, DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)  Effect: Calls creature to fight.	SR: No	Target: One summoned creature		Caster Level:8	·
School: Transmutation	SR: No	1 standard action 8 minutes  Target: You	Personal	V, S Caster Level:8	My: null
Effect: You can move over rubble as easily as you can over  Thunderhead  School: Evocation [Electricity]	DC: 15, Reflex negates; see text  SR: Yes	1 standard action 8 rounds  Target: One creature	Close (45 ft.)	V, S, M  Caster Level:8	My: null
Effect: Small lightning bolts deal 1 damage per round.  Traveler's Mount School: Transmutation	DC: 15, Will negates SR: Yes	1 standard action 8 hours  Target: Animal or magical beast tou	Touch	V, S Caster Level:8	My: null
Effect: Creature moves faster but can't attack.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: No	1 swift action Instantaneou  Target: You		V, S, M  Caster Level:8	My: null
Effect: Column of wind lifts you aloft.	DC: 16, Will negates (harmless)	1 standard action 18 rounds [n	nax 15] Touch	V, S	My: null
School: Conjuration (Healing)  Effect: Creature heals 1 hp per round [max 15 rounds].	SR: Yes (harmless)	Target: Living creature touched		Caster Level:8	
School: Divination	SR: No	1 swift action 1 round  Target: You	Personal	V, DF Caster Level:8	My: null
Effect: You can sneak attack plant creatures for 1 round.  "" Wall of Smoke School: Conjuration (Creation)	DC: 16, Fortitude partial; see text SR: No	1 standard action 8 rounds  Target: A straight wall whose area is	Close (45 ft.) s up to one 80-ft. square [S]	V, S Caster Level:8	My: null
Effect: Wall of black smoke obscures vision and nauseates  Wings of the Sea  School: Transmutation	those who pass through.  DC: 15, Fortitude negates (harmless)  SR: Yes (harmless)	1 standard action 8 minutes  Target: Creature touched	Touch	S, M Caster Level:8	My: null
Effect: +30 ft. to subject's swim speed.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 15, Fortitude negates SR: Yes	1 standard action Instantaneou  Target: One creature	Close (45 ft.)	V, S Caster Level:8	My: null
Effect: Creature takes 1d6 cold damage and is fatigued.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: No	1 standard action 8 hours  Target: See text	Close (45 ft.)		My: null
Effect: Nature spirit does simple tasks for you.		LEVEL 2			
Name	Save Information	Time Duration	Range	Comp.	Source
Animal Messenger School: Enchantment (Compulsion) [Mind-Affecting]	DC: 16, None; see text SR: Yes	1 standard action 8 days  Target: One Tiny animal	Close (45 ft.)	V, S, M Caster Level:8	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place.  Animal Trance	DC: 16, Will negates; see text	1 standard action Concentration	· · · · · · · · · · · · · · · · · · ·		RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting, Sonic]  Effect: Fascinates 2d6 HD of animals.	SR: Yes	Target: Animals or magical beasts volume 1 standard action 80 minutes	vith Intelligence 1 or 2	Caster Level:8  V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation  Effect: Grants +3 enhancement to natural armor.	SR: Yes (harmless)	Target: Living creature touched	Toucit	Caster Level:8	поло. оронол-вли
Bear's Endurance School: Transmutation	DC: 16, Will negates (harmless) SR: Yes	1 standard action 8 minutes  Target: Creature touched	Touch	V, S, DF Caster Level:8	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 8 minutes.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action 8 minutes  Target: Creature touched	Touch	V, S, M/DF Caster Level:8	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 8 minutes.  Cat's Grace School: Transmutation	DC: 16, Will negates (harmless) SR: Yes	1 standard action 8 minutes  Target: Creature touched	Touch	V, S, M Caster Level:8	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 8 minutes.	DC: 16, Will negates (object)	1 standard action 7 rounds	Close (45 ft.)		RSRD: SpellsC.rtf
School: Transmutation [Cold]  Effect: Cold metal damages those who touch it.	SR: Yes (object)	Target: Metal equipment of 4 creatu 200 lbs of metal	res, no two of which can be more than 30 ft		
School: Conjuration (Healing)  Effect: Stops poison from harming subject for 8 hours.	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action 8 hours  Target: Creature touched	Touch	V, S, DF Caster Level:8	RSRD: SpellsD-E.rtf
School: Abjuration [Fire]	DC: 16, Reflex half; see text SR: Yes	10 minutes Permanent of Target: Object touched	intil discharged [D] Touch	V, S, M Caster Level:8	RSRD: SpellsF-G.rtf
Effect: Opened object deals 1d4+8 fire damage.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SD: Voc	1 standard action 8 minutes [D	] 0 ft.	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire]  Effect: Touch attack deals 1d8 +4 fire damage.  DDDDD Flaming Sphere	SR: Yes DC: 16, Reflex negates	Target: Sword-like beam  1 standard action 8 rounds	Medium (180	Caster Level:8  Oft.) V, S, M/DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire]  Effect: Creates rolling ball of fire, 2d6 damage, lasts 8 round	SR: Yes ds.	Target: 5-ftdiameter sphere  1 standard action 80 minutes	Medium (180	Caster Level:8	RSRD: SpellsF-G.rtf
School: Conjuration (Creation)  Effect: Fog obscures vision.	SR: No	Target: Fog spreads in 20-ft. radius		Caster Level:8	попр. ореног-о.п
		* =Domain/Speciality Spell			

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

		Druid Sp	elis			
Gust of Wind	DC: 16, Fortitude negates	1 standard action	1 round	60 ft.	V, S	RSRD: SpellsF-G.rtt
School: Evocation [Air]	SR: Yes	Target: Line-shaped range	d gust of severe wind emanating out from ye	ou to the extreme of the	Caster Level:8	
Effect: Blows away or knocks down smaller creatures.	DC: 4C Will payetes (abiset)	1 standard action	7 rounds	Class (45.41)	V C DE	DCDD: Caallal I at
□□□□□ Heat Metal	DC: 16, Will negates (object)			Close (45 ft.)	V, S, DF	RSRD: SpellsH-L.rtf
School: Transmutation [Fire]  Effect: Make metal so hot it damages those who touch it.	SR: Yes (object)		ment of 4 creatures, no two of which can be of which must be within a 30-ft. circle	e more than 30 ft. apart;	or Caster Level:8	
Hold Animal	DC: 16, Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	V, S	RSRD: SpellsH-L.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level:8	•
Effect: Paralyzes one animal for 8 rounds.						
□□□□□Owl's Wisdom	DC: 16, Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.ri
School: Transmutation	SR: Yes	Target: Creature to	uched		Caster Level:8	
Effect: Subject gains +4 to Wis for 8 minutes.		1 standard action	8 hours [D]	Touch	V. S	RSRD: SpellsP-R.rt
Reduce Animal	00 N				, -	NOND. Opellar -N.III
School: Transmutation  Effect: Shrinks one willing animal.	SR: No	rarget: One willing	animal of Small, Medium, Large, or Huge s	ze	Caster Level:8	
Resist Energy	DC: 16, Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rt
School: Abjuration	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:8	
Effect: Ignores first 20 points of damage/attack from speci	fied energy type.					
□□□□□ Restoration, Lesser	DC: 17, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.r
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:8	
Effect: Dispels magical ability penalty or repairs 1d4 ability	/ damage.	1 standard action	Instantaneous	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
Soften Earth and Stone				Close (45 It.)		RSRD: SpellsS.rti
School: Transmutation [Earth]  Effect: Turns stone to clay or dirt to sand or mud.	SR: No	Target: 80 ft. square	e; see text		Caster Level:8	
Spider Climb	DC: 16, Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M	RSRD: SpellsS.rtf
School: Transmutation	SR: Yes (harmless)	Target: Creature to	uched		Caster Level:8	·
Effect: Grants ability to walk on walls and ceilings.		g				
□□□□□Summon Nature's Ally II		1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No	Target: One or more	e creatures, no two of which can be more th	an 30 ft. apart	Caster Level:8	
Effect: Calls creature to fight.						
□□□□ Summon Swarm		1 round	Concentration + 2 rounds	Close (45 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No	Target: One swarm	of bats, rats, or spiders		Caster Level:8	
Effect: Summons swarm of bats, rats, or spiders.		1 standard action	8 hours [D]	Personal	V, S, DF	RSRD: SpellsT-Z.rtl
School: Transmutation	SR: No	Target: You			Caster Level:8	
Effect: You look exactly like a tree for 8 hours.	SA. NO	rarget. Tou			Caster Level.o	
□□□□ Warp Wood	DC: 16, Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsT-Z.rt
School: Transmutation	SR: Yes (object)	Target: 8 Small woo	oden objects, all within a 20-ft. radius		Caster Level:8	
Effect: Bends wood [shaft, handle, door, plank].						
⊒□□□□ Wood Shape	DC: 16, Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsT-Z.rtt
School: Transmutation	SR: Yes (object)	Target: One touche	d piece of wood no larger than 18 cu. ft.		Caster Level:8	
Effect: Rearranges wooden objects to suit you.						
		LEVEL	3			
Name	Save Information	Time	Duration	Range	Comp.	Source
DDDDColl Lightning	DC: 17 Reflex half	1 round	8 minutes	Medium (180 ft )	V S	RSRD: SnellsC rtf

Name	Save Information	Time	Duration	Range	Comp.	Source
Call Lightning	DC: 17, Reflex half	1 round	8 minutes	Medium (180 ft.)	V, S	RSRD: SpellsC.rtf
School: Evocation [Electricity]	SR: Yes	Target: One or more	30-ftlong vertical lines of lightning		Caster Level:8	
Effect: Calls down 8 lightning bolts over duration [3d6 per b						2022 0 11 0 11
Cure Moderate Wounds	DC: 18, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)  Effect: Cures 2d8+8 damage.	SR: Yes (harmless); see text	Target: Creature tou	ched		Caster Level:8	
Daylight		1 standard action	80 minutes [D]	Touch	V, S	RSRD: SpellsD-E.rtf
School: Evocation [Light]	SR: No	Target: Object touch	ed		Caster Level:8	
Effect: 60-ft. radius of bright light.		1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsD-E.rtf
School: Transmutation	SR: No	Target: See text			Caster Level:8	
Effect: Reduces size or blights growth of normal plants.	S. I. N.	rangot. God toxt			04010/ 2010/10	
Dominate Animal	DC: 17, Will negates	1 round	8 rounds	Close (45 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Enchantment (Compulsion) [Mind-Affecting]  Effect: Subject animal obeys silent mental commands.	SR: Yes	Target: One animal			Caster Level:8	
Magic Fang, Greater	DC: 17, Will negates (harmless)	1 standard action	8 hours	Close (45 ft.)	V, S, DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless)	Target: One living cr			Caster Level:8	
Effect: One natural weapon of subject creature gets +2 on a		rarger. One living ci	eature		Caster Level.6	
Meld into Stone	attack and damage rolls.	1 standard action	80 minutes	Personal	V, S, DF	RSRD: SpellsM-O.rtf
School: Transmutation [Earth]	SR: No	Target: You			Caster Level:8	·
Effect: You and your gear merge with stone.	SAL NO	rarget. Tou			Gaster Zeveno	
□□□□ Neutralize Poison	DC: 18, Will negates (harmless, object)	1 standard action	80 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
School: Conjuration (Healing)	SR: Yes (harmless, object)	Target: Creature or o	object of up to 8 cu. ft. touched		Caster Level:8	
Effect: Immunizes subject against poison, detoxifies venom	in or on subject.					
□□□□□ Plant Growth		1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsP-R.rtf
School: Transmutation	SR: No	Target: See text			Caster Level:8	
Effect: Grows vegetation, improves crops.	DO 47 F	A store less traction	Latertain and the first	T. 1	V 0 PF	DODD 0
□□□□ Poison	DC: 17, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Necromancy  Effect: Touch deals 1d10 Con damage, repeats in 1 minute	SR: Yes	Target: Living creatu	ire touched		Caster Level:8	
□□□□□ Protection from Energy	DC: 17, Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature tou	ched		Caster Level:8	
Effect: Absorb 96 points of damage from one kind of energy		A store to a London	Late de constitución de	M . F (400 ft )	V 0 DE	DODD O H.D.D. W
□□□□ Quench	DC: 17, None or Will negates (object)	1 standard action	Instantaneous	Medium (180 ft.)	V, S, DF	RSRD: SpellsP-R.rtf
School: Transmutation	SR: No or Yes (object)	Target: 8 20-ft. cube	s [S] or one fire-based magic item		Caster Level:8	
Effect: Extinguishes nonmagical fires or one magic item.	DC: 18, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V. S	RSRD: SpellsP-R.rtf
Remove Disease				Touch	, -	NOND. Opellar -N.Iti
School: Conjuration (Healing)  Effect: Cures all diseases affecting subject.	SR: Yes (harmless)	Target: Creature tou	ched		Caster Level:8	
□□□□□ Sleet Storm		1 standard action	8 rounds	Long (720 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
School: Conjuration (Creation) [Cold] Effect: Hampers vision and movement.	SR: No	Target: Cylinder 40			Caster Level:8	
Snare		3 rounds	Until triggered or broken	Touch	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation	SR: No	Target: Touched nor	nmagical circle of vine, rope, or thong with	a 2 ft_diameter + 2 ft /le	vel Caster Level®	,
Effect: Creates a magic booby trap.			. J			
□□□□□ Speak with Plants		1 standard action	8 minutes	Personal	V, S	RSRD: SpellsS.rtf
School: Divination	SR: No	Target: You			Caster Level:8	
Effect: You can talk to normal plants and plant creatures.						
□□□□□Spike Growth	DC: 17, Reflex partial	1 standard action	8 hours [D]	Medium (180 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Transmutation  Effect: Creatures in area take 1d4 damage, may be slowed	SR: Yes	Target: 8 20-ft. squa	res		Caster Level:8	
2.755 Crossaros in area take 144 damage, may be slowed	•	* =Domain/Speciality Spell				

□□□□□ Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
School: Transmutation [Earth]	SR: No	Target: Stone or stor	ne object touched, up to 18 cu. ft.		Caster Level:8	
Effect: Sculpts stone into any shape.						
□□□□□ Summon Nature's Ally III		1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No	Target: One or more	creatures, no two of which can be more tha	n 30 ft. apart	Caster Level:8	
Effect: Calls creature to fight.						
□□□□□Water Breathing	DC: 17, Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
School: Transmutation	SR: Yes (harmless)	Target: Living creatur	res touched		Caster Level:8	
Effect: Subjects can breathe underwater.						
□□□□ Wind Wall	DC: 17, None; see text	1 standard action	8 rounds	Medium (180 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
School: Evocation [Air]	SR: Yes	Target: Wall up to 80	ft. long and 40 ft. high [S]		Caster Level:8	
Effect: Deflects arrows, smaller creatures, and gases.						

# LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source	
□□□□□ Air Walk		1 standard action	80 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf	
School: Transmutation [Air]	SR: Yes (harmless)	Target: Creature [G:	argantuan or smaller] touched		Caster Level:8		
Effect: Subject treads on air as if solid [climb at 45-degree a	angle].						
□□□□□ Antiplant Shell		1 standard action	80 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsA-B.rtf	
School: Abjuration Effect: Keeps animated plants at bay.	SR: Yes	Target: 10-ftradius	emanation, centered on you		Caster Level:8		
DDD Blight	DC: 18, Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsA-B.rtf	
School: Necromancy	SR: Yes	Target: one plant/pla	ant-creature		Caster Level:8		
Effect: Withers one plant or deals 8d6 damage to plant crea							
□□□□□Command Plants	DC: 18, Will negates	1 standard action	8 days	Close (45 ft.)	V	RSRD: SpellsC.rtf	
School: Transmutation	SR: Yes	Target: Up to 16 HD	of plant creatures, no two of which can be n	nore than 30 ft. apart	Caster Level:8		
Effect: Sway the actions of one or more plant creatures.		,					
Control Water	DC: 18, None; see text	1 standard action	80 minutes [D]	Long (720 ft.)	V, S, M/DF	RSRD: SpellsC.rtf	
School: Transmutation [Water]	SR: No	Target: Water in a v	olume of 80 ft by 80 ft by 16 ft [S]		Caster Level:8		
Effect: Raises or lowers bodies of water.							
□□□□□ Cure Serious Wounds	DC: 19, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf	
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature tou	uched		Caster Level:8		
Effect: Cures 3d8+8 damage.							
□□□□□ Dispel Magic		1 standard action	Instantaneous	Medium (180 ft.)	V, S	RSRD: SpellsD-E.rtf	
School: Abjuration	SR: No	Target: One spellca:	ster, creature, or object; or 20-ftradius burst		Caster Level:8		
Effect: Cancels magical spells and effects.							
□□□□□Flame Strike	DC: 18, Reflex half	1 standard action	Instantaneous	Medium (180 ft.)	V, S, DF	RSRD: SpellsF-G.rtf	
School: Evocation [Fire]  Effect: Smite foes with divine fire for 8d6 damage.	SR: Yes	Target: Cylinder 10			Caster Level:8		
□□□□□ Freedom of Movement	DC: 18, Will negates (harmless)	1 standard action	80 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf	
School: Abjuration	SR: Yes (harmless)	Target: You or creat	ture touched		Caster Level:8		
Effect: Subject moves normally despite impediments.							
□□□□□Giant Vermin		1 standard action	8 minutes	Close (45 ft.)	V, S, DF	RSRD: SpellsF-G.rtf	
School: Transmutation	SR: Yes	Target: Up to three	vermin, no two of which can be more than 30	ft. apart	Caster Level:8		
Effect: Turns centipedes, scorpions, or spiders into giant ve	t: Turns centipedes, scorpions, or spiders into giant vermin.						
□□□□□ Ice Storm		1 standard action	1 full round	Long (720 ft.)	V, S, M/DF	RSRD: SpellsH-L.rtf	
School: Evocation [Cold]	SR: Yes	Target: Cylinder 20			Caster Level:8		
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.							
□□□□ Reincarnate	DC: 18, None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsP-R.rtf	
School: Transmutation	SR: Yes (harmless)	Target: Dead creatu	ire touched		Caster Level:8		
Effect: Brings dead subject back in a random body.					V 0 00		
□□□□□ Repel Vermin	DC: 18, None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsP-R.rtf	
School: Abjuration	SR: Yes	Target: 10 ft. radius	emanation centered on you		Caster Level:8		
Effect: Insects, spiders, and other vermin stay 10 ft. away.		4	See text	Touch	V, S, DF	DCDD, Caallan D at	
□□□□ Rusting Grasp		1 standard action				RSRD: SpellsP-R.rtf	
School: Transmutation	SR: No		gical ferrous object [or the volume of the obje	ect within 3 ft. of the	Caster Level:8		
Effect: Your touch corrodes iron and alloys.		touched point] or on	le lerrous creature				
Scrying	DC: 18, Will negates	1 hour	8 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf	
School: Divination (Scrying)	SR: Yes	Target: Magical sen			Caster Level:8	-1	
Effect: Spies on subject from a distance.	JA. 163	rarget. Magical Sen	301		Caster Level.6		
DDDDSpike Stones	DC: 18, Reflex partial	1 standard action	8 hours [D]	Medium (180 ft.)	V, S, DF	RSRD: SpellsS.rtf	
School: Transmutation [Earth]	SR: Yes	Target: 8 20-ft. squa	• •		Caster Level:8	.,	
Scrioor: Transmutation [Earth]  Effect: Creatures in area take 1d8 damage, may be slowed		rarget. o zu-it. squa	1163		Caster Level.6		
□□□□□Summon Nature's Ally IV		1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf	
School: Conjuration (Summoning)	SR: No		e creatures, no two of which can be more tha	` '	Caster Level:8	•	
Effect: Calls creature to fight.	#: :: : : : :	. 2/901. 01.0 01 111010	no the of miles can be more that	apart	230.07 20700		

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

# Spellbook: Prepared Spells Druid

Level 0

Create Water (DC:)

Cure Minor Wounds
(DC:15)

Purify Food and Drink
(DC:14)

Resistance (DC:14)

Level 1

Cure Light Wounds
(DC:16)

Endure Elements (DC:15)

Entangle (DC:15)

Winter Chill (DC:15)

Level 3

Call Lightning (DC:17)
Cure Moderate Wounds (DC:18)

Level 4
□Cure Serious Wounds
(DC:19)
□Ice Storm (DC:)

Aiven Green		
	Strongheart Halfling	
	RACE	
	32	
	AGE	
	Male	
	GENDER	
	VISION	
	Neutral Good	
	ALIGNMENT	
	Right	
	DOMINANT HAND	
	3' 2"	
	HEIGHT	
	36 lbs.	
	WEIGHT	
	Brown	
	EYE COLOUR	
	Tanned, Dirty SKIN COLOUR	
	Croop Dishayalad	
	Green, Disheveled	
	PHOBIAS	
	PERSONALITY TRAITS	
	FERSONALITE IRAITS	
	INTERESTS	
	, SPOKEN STYLE / CATCH PHRASE	
	RESIDENCE	
	LOCATION	
	The Chondalwood	
	REGION	

Description: Biography:

Notes:		
Character Sheet Notes:		