

# Throvannor

NAME  
Drd4 Div1 DvO2  
ArHi12 171000  
CLASS EXPERIENCE  
19 190000  
Character Level NEXT LEVEL

# Adriaan Renting

PLAYERNAME  
Sun Elf Medium  
RACE SIZE  
149 Male  
AGE GENDER

# Angharradh

DEITY  
5' 8" 107 lbs.  
HEIGHT WEIGHT  
Green Gold, Long,  
EYES HAIR

# Neutral Good

ALIGNMENT  
VISION  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	10	+0	10	+0	10	+0	130				Walk 40 ft.
<b>DEX</b> Dexterity	12	+1	16	+3	16	+3	<b>AC</b> armor class	26	23	17	10
<b>CON</b> Constitution	10	+0	16	+3	16	+3	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
<b>INT</b> Intelligence	24	+7	30	+10	30	+10	<b>INITIATIVE</b> modifier	+3	+3	+0	5
<b>WIS</b> Wisdom	22	+6	28	+9	28	+9	TOTAL	DEX MODIFIER	MISC MODIFIER	4	4
<b>CHA</b> Charisma	10	+0	10	+0	10	+0	<b>BASE ATTACK</b> bonus	+13/+8/+3			0
											0
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+16	+8	+3	+5	+0	+0		
<b>REFLEX</b> (dexterity)	+20	+5	+3	+5	+7	+0		
<b>WILL</b> (wisdom)	+31	+17	+9	+5	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+13/+8/+3	+13/+8/+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+16/+11/+6	+13/+8/+3	+3	+0	+0	
<b>GRAPPLE</b> attack bonus	+13/+8/+3	+13/+8/+3	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8/+3	1d3	20/x2	5 ft.

<b>Adamantine Dagger</b>		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	PS	M	19-20/x2	5 ft.
+14/+9/+4		DAMAGE				1d4
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	1d4	1d4	1d4	1d4	1d4	
Special Properties	Adamantine					

<b>Dagger (Alchemical Silver)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	PS	M	19-20/x2	5 ft.
+13/+8/+3		DAMAGE				1d4-1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
Special Properties	Alchemical Silver, Steel					

<b>*Longbow (Composite/+1 (Weapon))</b>		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Both	P	M	20/x3	5 ft.
+19/+14/+9		DAMAGE				1d8+2
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.		
TH	+19/+14/+9	+17/+12/+7	+15/+10/+5	+13/+8/+3		
Dam	1d8+2	1d8+2	1d8+2	1d8+2		
Special Properties	Masterwork, Wood					

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

<b>ARMOR</b>		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather (Leafweave/Masterwork/+3 (Armor))		Light	+5	+7	+0	5
*Buckler (Masterwork/+3 (Shield)/Wood)		Shield	+4		+0	5
*Ioun Stone (Dusty Rose)			+1		+0	0
Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Prism - +1 insight bonus to AC						
*Ring of Protection +3			+3		+0	0
Grants +3 deflection bonus to AC						

<b>DRUID WILD SHAPE</b>	
Uses per day	□□□□
Duration	= 16 Hours

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	10	= 10	+ +		
✓ Balance	DEX	3	= 3	+ +		
✓ Bluff	CHA	0	= 0	+ +		
✓ Climb	STR	0	= 0	+ +		
✓ Concentration	CON	19	= 3	+ 16.0		
✓ Control Shape	WIS	9	= 9	+ +		
✓ Craft (Alchemy)	INT	17	= 10	+ 7.0		
✓ Craft (Bowmaking)	INT	15	= 10	+ 5.0		
✓ Craft (Scarring)	INT	10	= 10	+ +		
✓ Craft (Trapmaking)	INT	15	= 10	+ 5.0		
✓ Craft (Untrained)	INT	10	= 10	+ +		
✓ Craft (Woodworking)	INT	15	= 10	+ 5.0		
✓ Decipher Script	INT	15	= 10	+ 5.0		
✓ Diplomacy	CHA	0	= 0	+ +		
✓ Disguise	CHA	0	= 0	+ +		
✓ Escape Artist	DEX	3	= 3	+ +		
✓ Forgery	INT	10	= 10	+ +		
✓ Gather Information	CHA	2	= 0	+ + 2		
✓ Handle Animal	CHA	5	= 0	+ 5.0		
✓ Heal	WIS	9	= 9	+ +		
✓ Hide	DEX	3	= 3	+ +		
✓ Intimidate	CHA	0	= 0	+ +		
✓ Jump	STR	4	= 0	+ + 4		
✓ Knowledge (Arcana)	INT	24	= 10	+ 12.0	+ 2	
✓ Knowledge (Architecture and Engineering)	INT	16	= 10	+ 6.0	+ +	
✓ Knowledge (Dungeoneering)	INT	16	= 10	+ 6.0	+ +	
✓ Knowledge (Geography)	INT	16	= 10	+ 6.0	+ +	
✓ Knowledge (History)	INT	16	= 10	+ 6.0	+ +	
✓ Knowledge (Local)	INT	22	= 10	+ 12.0	+ +	
✓ Knowledge (Nature)	INT	25	= 10	+ 9.0	+ 6	
✓ Knowledge (Nobility and Royalty)	INT	14	= 10	+ 4.0	+ +	
✓ Knowledge (Religion)	INT	24	= 10	+ 11.0	+ 3	
✓ Knowledge (The Planes)	INT	23	= 10	+ 13.0	+ +	
✓ Listen	WIS	22	= 9	+ 9.0	+ 4	
✓ Move Silently	DEX	3	= 3	+ +		
✓ Perform (Untrained)	CHA	0	= 0	+ +		
✓ Profession (Herbalist)	WIS	14	= 9	+ 5.0	+ +	
✓ Profession (Hunter)	WIS	14	= 9	+ 5.0	+ +	
✓ Profession (Scribe)	WIS	15	= 9	+ 6.0	+ +	
✓ Ride	DEX	6	= 3	+ 1.0	+ 2	
✓ Ride (Dire Bat)	DEX	5	= 3	+ + 2		
✓ Ride (Giant Strider)	DEX	5	= 3	+ + 2		
✓ Ride (Hippogriff)	DEX	5	= 3	+ + 2		
✓ Search	INT	14	= 10	+ + 4		
✓ Sense Motive	WIS	9	= 9	+ +		
✓ Speak Language (Abyssal, Aquan, Drow, Goblin, Ignan, Infernal, Netherese, Orc, Terran, Undercommon, Thorass)		11	= 0	+ 11.0	+ +	
✓ Spellcraft	INT	31	= 10	+ 19.0	+ 2	
✓ Spot	WIS	27	= 9	+ 14.0	+ 4	
✓ Survival	WIS	19	= 9	+ 8.0	+ 2	
✓ Swim	STR	0	= 0	+ +		
✓ Use Rope	DEX	3	= 3	+ +		
				+ +		
				+ +		

✓: can be used untrained. X: exclusive skills

Longbow (Masterwork)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
30 ft.		100 ft.		200 ft.		300 ft.
100 ft.		200 ft.		300 ft.		400 ft.
TH	+19/+14/+9	+19/+14/+9	+17/+12/+7	+15/+10/+5	+13/+8/+3	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
<b>Special Properties</b>		Masterwork, Wood				

Longsword (+1 (Weapon)/Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+14/+9/+4		1d8+1				
<b>Special Properties</b>		Cold Iron, Masterwork, Steel				

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+13/+8/+3		1d6				
<b>Special Properties</b>		Wood				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Adamantine Dagger	Heward's Handy Haversack	1	1.0	3002.0	
Adamantine					
Animal Training Kit	Heward's Handy Haversack	1	15.0	75.0	
+2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.					
Arrows (20)	Quiver of Ehlonna	5	3.0 (15.0)	1.0 (5.0)	
Steel, Wood					
Masterwork Bowmaking Artisan's Tools	Heward's Handy Haversack	1	5.0	55.0	
Masterwork					
Masterwork Trapping Artisan's Tools	Heward's Handy Haversack	1	5.0	55.0	
Masterwork					
Masterwork Woodworking Artisan's Tools	Heward's Handy Haversack	1	5.0	55.0	
Masterwork					
Bedroll	Heward's Handy Haversack	1	5.0	0.1	
Bell	Heward's Handy Haversack	1	0.0	1.0	
<b>Belt of Stamina +6</b>	Equipped	1	0.01	36050.0	
(Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork), Ability Bonus (Enhancement), Masterwork)					
<b>Boccob's Blessed Book</b>	Equipped	1	1.0	12500.0	
Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost					
<b>Boots of the Winterlands</b>	Equipped	1	1.0	2500.0	
Wearer is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an endure elements spell.					
<b>Greater Bracers of Archery</b>	Equipped	1	1.0	25000.0	
Empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow					
Bucket	Bucket	1	2.0	0.5	
0 lbs.					
Bucket	Heward's Handy Haversack	1	2.0	0.5	
2 lbs., 1 Bucket					
<b>Buckler (Masterwork/+3 (Shield)/Wood)</b>	Equipped	1	5.0	9165.0	
Masterwork, Steel, Wood					
Caltrops	Heward's Handy Haversack	2	2.0 (4.0)	1.0 (2.0)	
Candle	Heward's Handy Haversack	10	0.0 (0.0)	0.01 (0.1)	
Case (Map or Scroll)	Heward's Handy Haversack	1	0.5	1.0	
0 lbs.					
Case (Map or Scroll)	Heward's Handy Haversack	1	0.5	1.0	
0 lbs.					
Chess Set (Fine)	Heward's Handy Haversack	1	7.0	25.0	
<b>Cloak of Resistance +5</b>	Equipped	1	1.0	25000.0	
Offer magic protection in the form of a +5 resistance bonus on all saving throws					
Crowbar	Heward's Handy Haversack	1	5.0	2.0	
Dagger (Alchemical Silver)	Heward's Handy Haversack	1	1.0	22.0	
Alchemical Silver, Steel					
Fishing Net (25 Sq. Ft.)	Heward's Handy Haversack	1	5.0	4.0	
Flint and Steel	Heward's Handy Haversack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			31.18573873.44 lbs. gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Gloves of Dexterity +4</b>	Equipped	1	0.01	16000.0	
Add to the wearers Dexterity score in the form of an enhancement bonus of +4					
Goggles of Day	Equipped	1	0.0	4000.0	
<b>Headband of Intellect +6</b>	Equipped	1	0.01	36000.0	
Adds to the wearers Intelligence score in the form of an enhancement bonus of +6					
<b>Heward's Handy Haversack</b>	Equipped	1	5.0	2000.0	
132.69 lbs., 1 Adamantine Dagger, 2 Caltrops, 10 Candle, 1 Case (Map or Scroll), 1 Case (Map or Scroll), 1 Chess Set (Fine), 1 Crowbar, 1 Dagger (Alchemical Silver), 1 Fishing Net (25 Sq. Ft.), 1 Flint and Steel, 1 Animal Training Kit, 1 Ink Vial (1 oz.), 1 Inkpen, 1 Mug or Tankard (Clay), 3 Oil Flask (1 pt), 1 Cold Weather Outfit, 10 Parchment (Sheet), 1 Pulley, 1 Quarterstaff, 2 Rare oils and unguents, 1 Sack, 1 Masterwork Bowmaking Artisan's Tools, 1 Sack, 1 Horseless Saddle, 1 Sealing Wax, 1 Sewing Needle, 2 Soap (Per Lb.), 1 Sovereign Glue, 398 Spellbook copy, 1 Spool of Endless Rope, 1 Super Sending Stone, 1 Masterwork Trapping Artisan's Tools, 10 Torch, 2 Universal Solvent, 1 Vial, 1 Vial, 1 Waterskin, 1 Whelstone, 1 Aleian Wine, Elven, 2 Wine (Fine/Bottle), 1 Longsword (+1 (Weapon)/Cold Iron), 1 Tome of Clear Thought +4, 1 Masterwork Woodworking Artisan's Tools, 1 Tome of Understanding +4, 1 Rod of Metamagic - Lesser Maximize, 1 Rod of Metamagic - Lesser Extend, 1 Blue diamond, 6 Copper piece (cp), 76 Gold piece (gp), 5 Platinum piece (pp), 5 Silver piece (sp), 10 White pearl, 1 Bedroll, 1 Bell, 1 Bucket					
It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds					
Ink Vial (1 oz.)	Heward's Handy Haversack	1	0.0	8.0	
Inkpen	Heward's Handy Haversack	1	0.0	0.1	
<b>Ioun Stone (Clear)</b>	Equipped	1	0.01	4000.0	
Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Spindle - sustains user without food or water					
<b>Ioun Stone (Dusty Rose)</b>	Equipped	1	0.01	5000.0	
Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Prism - +1 insight bonus to AC					
<b>Leather (Leafweave/Masterwork/+3 (Armor))</b>	Equipped	1	9.0	9900.0	
Masterwork					
<b>Longbow (Composite/+1 (Weapon))</b>	Equipped	1	3.0	2400.0	
0 lbs.					
Masterwork, Wood					
Longbow (Masterwork)	Quiver of Ehlonna	1	3.0	375.0	
0 lbs.					
Masterwork, Wood					
<b>Longsword (+1 (Weapon)/Cold Iron)</b>	Heward's Handy Haversack	1	4.0	2330.0	
Cold Iron, Masterwork, Steel					
Mug or Tankard (Clay)	Heward's Handy Haversack	1	1.0	0.02	
0 lbs.					
Oil Flask (1 pt)	Heward's Handy Haversack	3	1.0 (3.0)	0.1 (0.3)	
Cold Weather Outfit	Equipped	1	7.0	0.0	
+5 circumstance bonus on Fort saves vs cold					
Cold Weather Outfit	Heward's Handy Haversack	1	7.0	0.0	
+5 circumstance bonus on Fort saves vs cold					
Parchment (Sheet)	Heward's Handy Haversack	10	0.0 (0.0)	0.2 (2.0)	
<b>Periapt of Wisdom +6</b>	Equipped	1	0.01	36000.0	
Actually increases the possessors Wisdom score in the form of an enhancement bonus of +6					
Pulley	Heward's Handy Haversack	1	1.0	5.0	
Quarterstaff	Heward's Handy Haversack	1	4.0	0.0	
Wood					
<b>Quiver of Ehlonna</b>	Equipped	1	2.0	1800.0	
18 lbs., 5 Arrows (20), 1 Longbow (Masterwork)					
It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible					
Rare oils and unguents	Heward's Handy Haversack	2	0.5 (1.0)	500.0 (1000.0)	
(Reading lamp)					
<b>Ring of Freedom of Movement</b>	Equipped	1	0.01	40000.0	
Allows wearer to act as if continually under the effect of a Freedom of Movement spell					
<b>Ring of Protection +3</b>	Equipped	1	0.01	18000.0	
Grants +3 deflection bonus to AC					
<b>Rod of Metamagic - Lesser Extend</b>	Heward's Handy Haversack	1	5.0	3000.0	
May cast up to three spells per day (up to 3rd lv) that are extended					
<b>Rod of Metamagic - Lesser Maximize</b>	Heward's Handy Haversack	1	5.0	14000.0	
May cast up to three spells per day (up to 3rd lv) that are maximized					
Sack	Heward's Handy Haversack	1	0.5	0.1	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			31.18573873.44 lbs. gp		



## FEATS

Education (Knowledge (Arcana), Knowledge (Nature))	All Knowledge skills are class skills for your current and all your future classes. You may also select two Knowledge skills to develop more fully. You get a +2 bonus on all checks you make with those skills. If you select a Knowledge skill in which you do not yet have ranks, you gain no immediate benefit, since Knowledge skills can be used only with training. But the selection still represents your improved potential for that skill.
Eschew Materials	You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.
Insightful Reflexes	You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.
Practiced Spellcaster (Druid, Wizard)	Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you will be able to apply the rest of the bonus.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.
Armor Proficiency (Medium)	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, Sleight of Hand, and Tumble checks.
Scribe Scroll	You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.
Shield Proficiency	You can use a shield and take only the standard penalties (see Table 7-6: Armor and Shields, page 123).

## DOMAINS

Oracle	You cast divination spells at +2 caster levels.
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## PROFICIENCIES

Bead of Force, Bomb, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Dynamite, Fragmentation Grenade, Halfspear, Longbow, Longspear, Longsword, Quarterstaff, Rapier, Rock, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Smoke Grenade, Smokebomb, Unarmed Strike

## LANGUAGES

Abyssal, Aquan, Auran, Celestial, Chondathan, Common, Draconic, Drow, Druidic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Illuskan, Infernal, Literacy, Netherese, Orc, Sylvan, Terran, Thorass, Undercommon

## TEMPLATES

Forgotten Realms Character  
Familiar Within Arms Reach  
Houserules  
Saddle on Mount

## PROHIBITED

Necromancy

# Druid Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Animal Trick</b> <i>Effect:</i> Your animal companion performs a trick of your choosing that it does not already know.	19	Will negates	1 action	Instantaneous	Close (70 ft.)	V, S, DF	Yes	Transmutation	motwld: p.82
<b>Create Water</b> <i>Effect:</i> Generates wholesome, drinkable water - 38 gallons.		None	1 standard action	Instantaneous	Close (70 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215 Caster Level: 19
<b>Cure Minor Wounds</b> <i>Effect:</i> You channel positive energy through your hand that cures 1 point of damage.	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216 Caster Level: 19
<b>Darkseed</b> <i>Effect:</i> If the target fails its Reflex save, it takes 1 point of damage when the spell is cast and another every hour while it is in effect.	19	Reflex negates	1 action	1 day	Close (70 ft.)	V, DF	Yes	Transmutation	motwld: p.86 Caster Level: 19
<b>Dawn</b> <i>Effect:</i> Sleeping/unconscious creatures in area awaken.	19	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration	splcmp: p.59 Caster Level: 19
<b>Dawn</b> <i>Effect:</i> All sleeping creatures in the area awaken.	19	Fortitude negates (harmless)	1 action	Instantaneous	Personal	V	Yes	Abjuration	motwld: p.86 Caster Level: 19
<b>Daze Animal</b> <i>Effect:</i> This enchantment clouds the target animal's mind.	19	Will negates	1 action	1 round	Close (70 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-affecting]	motwld: p.86 Caster Level: 19
<b>Detect Crossroads</b> <i>Effect:</i> You can see fey crossroads within 60' if your visibility isn't blocked.		None	1 action	Concentration up to 210 mins	60 ft. or 1 mile	V, S	No	Divination	magfae: p.88 Caster Level: 21
<b>Detect Magic</b> <i>Effect:</i> You detect magical auras.		None	1 standard action	Concentration, up to 21 minutes	60 ft.	V, S	No	Divination	draco: p.107-108 Caster Level: 21
<b>Detect Poison</b> <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	No	Divination	phb: p.219 Caster Level: 21
<b>Fire Eyes</b> <i>Effect:</i> Grants the subject the ability to see through normal smoke, fire, and fog as if they weren't there.	19	Will negates (harmless)	1 action	190 minutes	Touch	V, DF	Yes (harmless)	Transmutation	motwld: p.88 Caster Level: 19
<b>Flare</b> <i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. ~ -1 on attack rolls.	19	Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V	Yes	Evocation [Light]	phb: p.232 Caster Level: 19
<b>Guidance</b> <i>Effect:</i> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.	19	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	phb: p.238 Caster Level: 21
<b>Know Direction</b> <i>Effect:</i> You instantly know the direction of north from your current position.		None	1 standard action	Instantaneous	Personal	V, S	No	Divination	phb: p.246 Caster Level: 21
<b>Light</b> <i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.		None	1 standard action	190 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248 Caster Level: 19
<b>Mending</b> <i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.	19	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253 Caster Level: 19
<b>Naturewatch</b> <i>Effect:</i> As deathwatch, but on animals and plants.		None	1 standard action	190 minutes	Close (70 ft.)	S	No	Necromancy	cmpdvn: p.170 Caster Level: 19
<b>Naturewatch</b> <i>Effect:</i> Identical to deathwatch, but only functions on animals and plants.		None	1 action	190 minutes	Close (70 ft.)	S	No	Necromancy	magfae: p.110 Caster Level: 19
<b>Purify Food and Drink</b> <i>Effect:</i> This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.	19	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	phb: p.267 Caster Level: 19
<b>Ram's Might</b> <i>Effect:</i> You add extra power to your unarmed attacks.		None	1 action	19 minutes	Personal	V, S	No	Transmutation	magfae: p.112 Caster Level: 19
<b>Read Magic</b> <i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.		None	1 standard action	210 minutes	Personal	V, S, F	No	Divination	draco: p.107-108 Caster Level: 21
<b>Resistance</b> <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	19	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272 Caster Level: 19
<b>Scarecrow</b> <i>Effect:</i> The subject becomes shaken, suffering a -2 morale penalty on attack rolls, saves, and checks for the duration of the spell.	19	Will negates	1 action	19 rounds	Close (70 ft.)	V, S	Yes	Necromancy [Fear, Mind-affecting]	motwld: p.93 Caster Level: 19
<b>Virtue</b> <i>Effect:</i> The subject gains 1 temporary hit point.	19	Fortitude negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298 Caster Level: 19

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Animate Fire</b> <i>Effect:</i> Turn campfire into Small elemental.		None	1 round	Concentration, up to 19 rounds [D]	Close (70 ft.)	V, S, M	No	Transmutation [Fire]	splcmp: p.12 Caster Level: 19
<b>Animate Water</b>		None	1 round	Concentration, up to 19 rounds [D]	Close (70 ft.)	V, S, M	No	Transmutation	splcmp: p.13

\* =Domain/Specialty Spell



# Druid Spells

<i>Effect:</i> Turn quantity of water into Small elemental.												[Water] Caster Level: 19
☐☐☐☐☐ Animate Wood	None		1 round	Concentration, up to 19 rounds [D]	Touch	V, S, M	No					Transmutation splcmp: p.13
<i>Effect:</i> Turn Small or smaller wooden item into animated object.												Caster Level: 19
☐☐☐☐☐ Aspect of the Wolf			1 standard action	190 minutes [D]	Personal	V, S, M/DF						Transmutation splcmp: p.16
<i>Effect:</i> You change into a wolf and gain some of its abilities.												Caster Level: 19
☐☐☐☐☐ Aura Against Flame			1 standard action	19 rounds	Personal	V, S						Abjuration splcmp: p.18
<i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.												Caster Level: 19
☐☐☐☐☐ Babau Slime	20	Fortitude negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)					Transmutation splcmp: p.22
<i>Effect:</i> Secrete a body-covering acid that damage attacking foes.												Caster Level: 19
☐☐☐☐☐ Beast Claws			1 standard action	19 hours	Personal	V, S, M						Transmutation splcmp: p.25
<i>Effect:</i> Your hands become slashing natural weapons.												Caster Level: 19
☐☐☐☐☐ Beastland Ferocity	20	Fortitude negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)					Enchantment (Compulsion) [Mind-Affecting] splcmp: p.25
<i>Effect:</i> Subject fights without penalty while disabled or dying.												Caster Level: 19
☐☐☐☐☐ Beget Bogun	None		1 standard action	Instantaneous	Touch	V, S, M, XP	No					Conjuration (Creation) cmpdvn: p.152
<i>Effect:</i> You create a Tiny nature servant.												Caster Level: 19
☐☐☐☐☐ Branch to Branch			1 standard action	19 hours [D]	Personal	V, S						Transmutation splcmp: p.38
<i>Effect:</i> You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.												Caster Level: 19
☐☐☐☐☐ Breath of the Jungle	None		1 standard action	19 minutes	Medium (290 ft.)	V, S, DF	No					Transmutation splcmp: p.39
<i>Effect:</i> Fog makes poison and diseases harder to resist.												Caster Level: 19
☐☐☐☐☐ Buoyant Lifting	None		1 immediate action	19 minutes [D]; see text	Close (70 ft.)	S, DF	No					Evocation splcmp: p.40
<i>Effect:</i> Underwater creatures rise to surface.												Caster Level: 19
☐☐☐☐☐ Calm Animals	20	Will negates; see text	1 standard action	19 minutes	Close (70 ft.)	V, S	Yes					Enchantment (Compulsion) [Mind-Affecting] phb: p.207
<i>Effect:</i> You soothe and quiet animals. Calms 2d4+19 HD of animals.												Caster Level: 19
☐☐☐☐☐ Camouflage			1 standard action	190 minutes	Personal	V, S						Transmutation cmpdvn: p.157
<i>Effect:</i> Grants +10 bonus on Hide checks.												Caster Level: 19
☐☐☐☐☐ Camouflage	None		1 action	190 minutes	Personal	V, S	No					Transmutation magfae: p.83
<i>Effect:</i> You change your coloring to match the environment surrounding you												Caster Level: 19
☐☐☐☐☐ Camouflage	None		1 action	190 minutes	Personal	V, S, M	No					Transmutation motwld: p.85
<i>Effect:</i> You change your coloring to match your environment, gaining a +10 competence bonus on Hide checks												Caster Level: 19
☐☐☐☐☐ Charm Animal	20	Will negates	1 standard action	19 hours	Close (70 ft.)	V, S	Yes					Enchantment (Charm) [Mind-Affecting] phb: p.208
<i>Effect:</i> As charm person but affects a creature of the animal type.												Caster Level: 19
☐☐☐☐☐ Claws of the Bear			1 standard action	19 rounds	Personal	V, S						Transmutation splcmp: p.47
<i>Effect:</i> Your hands become weapons that deal 1d8 damage.												Caster Level: 19
☐☐☐☐☐ Claws of the Beast	None		1 action	19 rounds	Personal	V, S	No					Transmutation pgtfae: p.101
<i>Effect:</i> Your hands become weapons dealing 1d8 damage.												Caster Level: 19
☐☐☐☐☐ Climb Walls	20	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M	Yes (harmless)					Transmutation splcmp: p.47
<i>Effect:</i> Touched creature gains increased climbing ability.												Caster Level: 19
☐☐☐☐☐ Cloudburst	None		1 round	190 minutes [D]	Long (1160 ft.)	V, S	No					Evocation [Water] splcmp: p.49
<i>Effect:</i> Hampers vision and ranged attacks, puts out normal fires.												Caster Level: 19
☐☐☐☐☐ Cold Fire	20	No (fire source) or Fortitude half (creature)	1 standard action	19 minutes [D] [fire source] or Instantaneous [creature]	Close (70 ft.)	V, S, DF	No (fire source) or					Transmutation splcmp: p.50
<i>Effect:</i> Fire becomes blue and white, emits cold.												Caster Level: 19
☐☐☐☐☐ Conjure Ice Beast I	None		1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No					Conjuration (Creation) [Cold] frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.												Caster Level: 19
☐☐☐☐☐ Crabwalk	None		1 standard action	19 minutes	Touch	V, S, M	No					Transmutation splcmp: p.53
<i>Effect:</i> Touched creature gains bonus while charging.												Caster Level: 19
☐☐☐☐☐ Crunchy Snow	None		1 standard action	19 hours	Medium (290 ft.)	V, S, Frostfell	No					Transmutation [Cold] frstbn: p.92
<i>Effect:</i> An area of fallen snow designated by you becomes hard and crumbly, generating a loud crunch when stepped upon.												Caster Level: 19
☐☐☐☐☐ Cure Light Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text					Conjuration (Healing) phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage												Caster Level: 19
☐☐☐☐☐ Deep Breath			1 immediate action	19 rounds	Personal	V						Conjuration (Creation) [Air] splcmp: p.61
<i>Effect:</i> Your lungs are filled with air.												Caster Level: 19
☐☐☐☐☐ Delay Disease	20	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	Yes (harmless)					Conjuration (Healing) splcmp: p.63
<i>Effect:</i> Ravages of disease staved off for a day.												Caster Level: 19
☐☐☐☐☐ Detect Animals or Plants	None		1 standard action	Concentration, up to 210 minutes	Long (1240 ft.)	V, S	No					Divination phb: p.218
<i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.												Caster Level: 21
☐☐☐☐☐ Detect Snares and Pits	None		1 standard action	Concentration, up to 210 minutes	60 ft.	V, S	No					Divination phb: p.220
<i>Effect:</i> You can detect simple pits, deadfalls, and snares as w as mechanical traps constructed of natural materials..												Caster Level: 21

\* = Domain/Specialty Spell

# Druid Spells

□□□□□	Ease of Breath	None	1 standard action	19 hours	Touch	V, S, DF	No	Necromancy [Cold]	frstbn: p.93	
<i>Effect:</i> You grant the target the ability to survive in thin air.										
□□□□□	Endure Elements	20	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration phb: p.226	
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.										
□□□□□	Enrage Animal	None	1 standard action	Concentration +19 rounds	Medium (290 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p.82 Caster Level: 19	
<i>Effect:</i> Animal rages like barbarian, not fatigued.										
□□□□□	Entangle	20	Reflex partial; see text	1 standard action	19 minutes	Long (1160 ft.)	V, S, DF	No	Transmutation phb: p.227	
<i>Effect:</i> Grasses, weeds, bushes and even trees wrap, twist and entwine about creatures within the area of effect, holding them fast and causing them to become entangled.										
□□□□□	Faerie Fire	None	1 standard action	19 minutes	Long (1160 ft.)	V, S, DF	Yes	Evocation [Light]	phb: p.229	
<i>Effect:</i> A pale glow surrounds and outlines the subject. Cancels blur, concealment, and the like.										
□□□□□	Foundation of Stone	None	1 standard action	19 rounds	Close (70 ft.)	V, S, DF	No	Transmutation (Earth)	splcmp: p.99 Caster Level: 19	
<i>Effect:</i> +2 AC, +4 bonus to resist bull rush and trip attacks.										
□□□□□	Goodberry	None	1 standard action	19 days	Touch	V, S, DF	Yes	Transmutation	phb: p.237	
<i>Effect:</i> Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. Each cures 1 hp 0.										
□□□□□	Hawkeye		1 standard action	190 minutes [D]	Personal	V		Transmutation	cmpadv: 151	
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.										
□□□□□	Hawkeye	None	1 action	190 minutes	Personal	V	No	Transmutation	motwld: p.89	
<i>Effect:</i> Gives you the ability to see accurately at long distances										
□□□□□	Healthful Rest	20	Will negates (harmless)	10 minutes	24 hours	Close (70 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	cmpadv: 151
<i>Effect:</i> Subjects heal at twice the normal rate.										
□□□□□	Healthful Rest	20	Will negates (harmless)	10 minutes	24 hours	Close (70 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p.111
<i>Effect:</i> Subjects heal at twice the normal rate.										
□□□□□	Hide from Animals	20	Will negates (harmless)	1 standard action	190 minutes	Touch	S, DF	Yes	Abjuration phb: p.241	
<i>Effect:</i> Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.										
□□□□□	Horrible Taste	20	Fortitude negates; see text	1 standard action	190 minutes	Touch	V, S, M	No	Transmutation splcmp: p.116	
<i>Effect:</i> Touched creature or object nauseates biting or swallowing foes.										
□□□□□	Ice Skate	20	Fortitude negates (harmless)	1 standard action	19*10 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation frstbn: p.100	
<i>Effect:</i> You allow a creature to skate across any icy surface, either level or inclined, increasing its base land speed by 60 feet.										
□□□□□	Ivory Flesh	20	Will negates (harmless)	1 standard action	19 hours	Touch	V, S	Yes (harmless)	Transmutation frstbn: p.101	
<i>Effect:</i> The subjects flesh and all his equipment turn white, granting him a +5 circumstance bonus on Hide checks in heavy snow or ice areas. In any nonwhite-hued area [including ebony ice], ivory flesh instead incurs a 5 penalty on Hide checks.										
□□□□□	Jump	20	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation phb: p.246	
<i>Effect:</i> The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th.										
□□□□□	Lesser Vigor	20	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing) cmpdvn: p.186	
<i>Effect:</i> Gain fast healing 1 [max 15 rounds]										
□□□□□	Lion's Charge	20	Will negates (harmless)	1 action	19 minutes	Touch	V, S, M	Yes (harmless)	Transmutation svgspe: p.68	
<i>Effect:</i> Subject can charge, then make full attack in same round.										
□□□□□	Longstrider	None	1 standard action	19 hours	Personal	V, S, M	No	Transmutation phb: p.249		
<i>Effect:</i> This spell increases your base land speed by 10 feet. [This adjustment counts as an enhancement bonus.] It has no effect on other modes of movement, such as burrow, climb, fly, or swim.										
□□□□□	Low-Light Vision	20	Will negates (harmless)	1 standard action	19 hours	Touch	V, M	Yes (harmless)	Transmutation splcmp: p.134	
<i>Effect:</i> See twice as far as a human in poor illumination.										
□□□□□	Magic Fang	20	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation draco: p.107-108	
<i>Effect:</i> Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls.										
□□□□□	Magic Stone	20	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation phb: p.251	
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.										
□□□□□	Obscuring Mist	None	1 standard action	19 minutes	20 ft.	V, S	No	Conjuration (Creation)	phb: p.258	
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.										
□□□□□	Omen of Peril		1 full round	Instantaneous	Personal	V, F		Divination cmpdvn: p.171		
<i>Effect:</i> You know how dangerous the future will be.										
□□□□□	Omen of Peril		1 round	Instantaneous	Personal	V, F		Divination splcmp: p.149		
<i>Effect:</i> You know how dangerous the future will be.										
□□□□□	Omen of Peril	None	1 round	Instantaneous	Personal	V, F	No	Divination racdst: p.166		
<i>Effect:</i> A brief supplication grants you a vision that hints at how dangerous the immediate future is likely to be.										
□□□□□	Pass without Trace	20	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Transmutation phb: p.259	
<i>Effect:</i> The subject or subjects can move through any type of terrain mud, snow, dust, or the like and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.										
□□□□□	Power Sight	None	1 action	Instantaneous	Close (75 ft.)	V, S	No	Divination motwld: p.92		
<i>Effect:</i> You determine the number of Hit Dice [including those from class levels] a creature currently has.										

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Produce Flame	None	1 standard	19 minutes action	0 ft.	V, S	Yes	Evocation [Fire]	phb: p.265	
<i>Effect:</i> Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6+5 points.									
□□□□□ Raging Flame	None	1 standard	1 minute action	Medium (290 ft.)	V, S	No	Transmutation [Fire]	splcmp: p.164	
<i>Effect:</i> Fires burn twice as hot, half as long.									
□□□□□ Ram's Might		1 standard	19 minutes action	Personal	V, S		Transmutation	splcmp: p.166	
<i>Effect:</i> Gain +2 to Strength and your unarmed attacks deal normal damage.									
□□□□□ Rapid Burrowing	20	Fortitude negates (harmless)	1 standard	190 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p.166
<i>Effect:</i> +20 ft. to subject's burrow speed.									
□□□□□ Rapid Burrowing	20	Fortitude negates (harmless)	1 action	19 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	svgspec: p.69
<i>Effect:</i> +20 ft. to subject's burrow speed.									
□□□□□ Raptor's Sight	None	1 standard	19 hrs [D] action	Personal	V, S, DF	None	Transmutation	racwld: p.175	
<i>Effect:</i> Your visual acuity improves dramatically. You gain a +5 competence bonus on Spot checks. If you have 5 or more ranks in Spot, you take only half the normal range increment penalty for ranged attacks [#1 per range increment instead of #2].									
□□□□□ Regenerate Light Wounds	20	Will negates (harmless)	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.92
<i>Effect:</i> With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell.									
□□□□□ Remove Scent	20	Will negates	1 standard	190 minutes action	Touch	V, S, M	Yes	Transmutation	splcmp: p.173
<i>Effect:</i> Hides touched creature's scent.									
□□□□□ Resist Planar Alignment	20	Fortitude negates (harmless)	1 standard	190 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p.174
<i>Effect:</i> Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.									
□□□□□ Sandblast	20	Reflex half	1 standard	Instantaneous action	10 ft.	V, S, DF	Yes	Evocation	cmpdvn: p.178
<i>Effect:</i> You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.									
□□□□□ Shillelagh	20	Will negates (object)	1 standard	19 minutes action	Touch	V, S, DF	Yes (object)	Transmutation	phb: p.278
<i>Effect:</i> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.									
□□□□□ Slow Burn	None		1 standard	1 minute action	Medium (290 ft.)	V, S, M/DF	No	Transmutation [Fire]	splcmp: p.192
<i>Effect:</i> Fires burn twice as long.									
□□□□□ Snake's Swiftness	20	Will negates (harmless)	1 standard	Instantaneous action	Close (70 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	splcmp: p.193
<i>Effect:</i> Subject immediately makes one attack.									
□□□□□ Snowdrift	None		1 standard	Instantaneous action	Touch	V, S, M/DF	No	Transmutation	frstbn: p.104
<i>Effect:</i> You can form existing snow into any shape that suits your purpose.									
□□□□□ Snowshoes	20	Will negates (harmless)	1 standard	19 hours [D] action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.194
<i>Effect:</i> Subject walks easily on ice and snow.									
□□□□□ Snowsight	None		1 standard	19 hours action	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.104
<i>Effect:</i> The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness.									
□□□□□ Speak with Animals	None		1 standard	21 minutes action	Personal	V, S	No	Divination	phb: p.281
<i>Effect:</i> You can comprehend and communicate with animals.									
□□□□□ Speed Swim	20	Yes (harmless)	1 action	19 minutes	Close (70 ft.)	V, S, F	Yes (harmless)	Transmutation	magfae: p.121
<i>Effect:</i> You give the subject creature the ability to swim at speed 30 feet without having to make swim checks.									
□□□□□ Summon Nature's Ally I	None		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 1st-level list on the Summon Natures Ally table.									
□□□□□ Surefooted Stride	None		1 standard	19 minutes action	Personal	V, S	No	Transmutation	splcmp: p.216
<i>Effect:</i> You can move over rubble as easily as you can over open ground.									
□□□□□ Thunderhead	20	Reflex negates; see text	1 standard	19 rounds action	Close (70 ft.)	V, S, M	Yes	Evocation [Electricity]	splcmp: p.219
<i>Effect:</i> Small lightning bolts deal 1d6 damage/round.									
□□□□□ Traveler's Mount	20	Will negates	1 standard	19 hours action	Touch	V, S	Yes	Transmutation	cmpdvn: p.184
<i>Effect:</i> Creature moves faster but can't attack.									
□□□□□ Traveler's Mount	20	Will negates	1 standard	19 hours action	Touch	V, S	Yes	Transmutation	splcmp: p.223
<i>Effect:</i> Creature moves faster but can't attack.									
□□□□□ Updraft			1 swift	Instantaneous action	Personal	V, S, M		Conjuration (Creation) [Air]	splcmp: p.228
<i>Effect:</i> Column of wind lifts you aloft.									
□□□□□ Vine Strike			1 swift	1 round action	Personal	V, DF		Divination	cmpadv: 158
<i>Effect:</i> Swift. You can sneak attack plant creatures for 1 round.									
□□□□□ Wall of Smoke	20	Fortitude partial; see text	1 standard	19 rounds action	Close (70 ft.)	V, S	No	Conjuration (Creation)	splcmp: p.235
<i>Effect:</i> Wall of black smoke obscures vision and nauseates those who pass through.									
□□□□□ Wings of the Sea	20	Fortitude negates (harmless)	1 standard	19 minutes action	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p.240
<i>Effect:</i> +30 ft. to subject's swim speed.									
□□□□□ Wings of the Sea	20	Fortitude negates (harmless)	1 action	19 minutes	Touch	S, M	Yes (harmless)	Transmutation	svgspec: p.72
<i>Effect:</i> +30 ft. to subject's swim speed.									

\* =Domain/Specialty Spell



## Druid Spells

□□□□□ Winter Chill	20	Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Transmutation [Cold]	splcmp: p.241 Caster Level: 19
<i>Effect:</i> Creature takes 1d6 cold damage and is fatigued.									
□□□□□ Wood Wose		None	1 standard action	19 hours	Close (70 ft.)	V, S, DF	No	Conjuration (Creation)	cmpdvn: p.190 Caster Level: 19
<i>Effect:</i> Nature spirit does simple tasks for you.									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Adrenaline Surge	21	Will negates (harmless)	1 action	19 rounds	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	motwld: p.82
<i>Effect:</i> Each of your summoned creatures within the area receives a +4 enhancement bonus to Strength									
□□□□□ Align Fang	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [see text]	splcmp: p.9 Caster Level: 19
<i>Effect:</i> Natural weapon becomes good, evil, lawful, or chaotic.									
□□□□□ Animal Messenger	21	None; see text	1 standard action	19 days	Close (70 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.198 Caster Level: 19
<i>Effect:</i> You compel a Tiny animal to go to a spot you designate.									
□□□□□ Animal Reduction	21	Will negates	1 action	19 hours	Touch	V, S	Yes	Transmutation	motwld: p.82
<i>Effect:</i> You reduce the target animal's size by one category									
□□□□□ Animal Trance	21	Will negates; see text	1 standard action	Concentration	Close (70 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	phb: p.198 Caster Level: 19
<i>Effect:</i> Your swaying motions and music compel animals and magical beasts [up to 2d6 HD] to do nothing but watch you.									
□□□□□ Avoid Planar Effects		None	1 immediate action	19 minutes	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p.19
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits.									
□□□□□ Balancing Lorecall			1 standard action	21 minutes [D]	Personal	V, S, M/DF		Divination	cmpadv: 143
<i>Effect:</i> You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.									
□□□□□ Barkskin		None	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.203
<i>Effect:</i> Toughens a creature's skin. Grants a +5 enhancement bonus to natural armor.									
□□□□□ Bear's Endurance	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].									
□□□□□ Binding Winds	21	Reflex negates	1 standard action	Concentration	Medium (290 ft.)	V, S	Yes	Evocation [Air]	splcmp: p.27
<i>Effect:</i> Air prevents subject from moving, hinders ranged attacks.									
□□□□□ Bite of the Wererat			1 standard action	19 rounds	Personal	V, S, M		Transmutation	splcmp: p.28
<i>Effect:</i> You gain the Dexterity and attacks of a wererat.									
□□□□□ Blinding Spittle		None	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Transmutation	pgtfae: p.100
<i>Effect:</i> Ranged touch attack makes subject blind.									
□□□□□ Blindsight	21	Will negates (harmless)	1 action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.100
<i>Effect:</i> Grants you the blindsight ability out to 30 feet.									
□□□□□ Blindsight (UD)	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	undrdk: p.56
<i>Effect:</i> This spell grants the subject the blindsight ability to a range of 30 ft.									
□□□□□ Blood Frenzy	21	Will negates	1 standard action	Special; see text	Touch	V, S	Yes	Transmutation	splcmp: p.33
<i>Effect:</i> Grants extra use of rage.									
□□□□□ Blood Snow	21	Fortitude negates	1 standard action	19 rounds	Medium (290 ft.)	V, S	Yes	Necromancy [Cold]†rstbn: p.89	
<i>Effect:</i> You corrupt an area of fallen snow, imbuing it with negative energy.									
□□□□□ Body of the Sun			1 standard action	19 rounds	5 ft.	V, S, DF		Transmutation [Fire]	cmpdvn: p.155
<i>Effect:</i> Your body emanates fire, dealing 1d4+1 damage.									
□□□□□ Body of the Sun		None	1 action	19 rounds	5 ft.	V, S, DF	No	Transmutation [Fire]	motwld: p.84
<i>Effect:</i> By drawing on the power of the sun, you cause your body to emanate fire.									
□□□□□ Brambles		None	1 standard action	19 rounds	Touch	V, S, M	No	Transmutation	cmpdvn: p.156
<i>Effect:</i> Wooden weapon grows spikes that deal +10 damage.									
□□□□□ Branch to Branch			1 standard action	190 minutes [D]	Personal	V, S		Transmutation	cmpadv: 144
<i>Effect:</i> You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.									
□□□□□ Briar Web	21	Reflex negates; see text	1 standard action	19 minutes	Medium (290 ft.)	V, S, DF	No	Transmutation	cmpdvn: p.156
<i>Effect:</i> Area entangles creatures and thorns deal 2d6 damage.									
□□□□□ Briar Web		None	1 standard action	19 minutes	Medium (290 ft.)	V, S, DF	No	Transmutation	splcmp: p.39
<i>Effect:</i> Area slows creatures and thorns deal 1 point of damage/5 ft. moved.									
□□□□□ Brumal Stiffening	21	Reflex negates	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation [Cold]	frstbn: p.89
<i>Effect:</i> The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell.									
□□□□□ Bull's Strength	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]									
□□□□□ Buoyant Lifting		None	1 action	190 minutes [D]	Medium (290 ft.)	V, S, DF	No	Evocation	svgspe: p.64
<i>Effect:</i> Water lifts creature 20 ft. above surface.									
□□□□□ Burrow	21	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p.41
<i>Effect:</i> Subject can burrow with a speed of 30 feet.									

\* =Domain/Specialty Spell

# Druid Spells

□□□□□ Burrow (UD)	21	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	undrkd: p.56
<i>Effect:</i> Subject's hands sprout claws to burrow through the earth at speed of 10 ft. Claws deal 1d6 damage.									
□□□□□ Cat's Grace	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation	draco: p.107-108
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].									
□□□□□ Chill Metal	21	Will negates (object)	1 standard action	7 rounds	Close (70 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	phb: p.209
<i>Effect:</i> Makes metal extremely cold.									
□□□□□ Cloudburst			1 full round	190 [D]	Long (1160 ft.)	V, S	No	Evocation (Water)	cmpdvn: p.158
<i>Effect:</i> Hampers vision and ranged attacks, puts out normal fires.									
□□□□□ Cloud Wings	21	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.49
<i>Effect:</i> +30 ft. to subject's fly speed.									
□□□□□ Conjure Ice Beast II			1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.									
□□□□□ Conjure Ice Object	21	None (harmless)	1 standard action	19 minutes	Personal	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> You conjure into being a block of transparent ice in the shape of any object you have seen at least once before, up to the weight limit of this spell.									
□□□□□ Countermoon	21	Will negates (D)	1 standard action	12 hours	Close (70 ft.)	V, S, M	Yes	Abjuration	splcmp: p.53
<i>Effect:</i> Forces lycanthrope to its natural form.									
□□□□□ Creeping Cold	21	Fortitude half	1 standard action	3 rounds	Close (70 ft.)	V, S, F	Yes	Transmutation [Cold]	cmpdvn: p.159
<i>Effect:</i> Creature feels chill that increases with each round.									
□□□□□ Daggerspell Stance			1 swift action	19 rounds [D]	Personal	V, F		Abjuration	cmpadv: 145
<i>Effect:</i> Swift. You gain +2 insight bonus on attack and damage if you make a full attack, SR 5 + caster level if you fight defensively, and DR 5/magic if you use the total defense action.									
□□□□□ Decomposition			1 standard action	19 rounds	50 ft.	V, S, DF	Yes	Necromancy	cmpdvn: p.161
<i>Effect:</i> Wounds deal 1 extra point of damage each round.									
□□□□□ Decomposition			1 standard action	19 rounds	50 ft.	V, S, DF	Yes	Necromancy	splcmp: p.61
<i>Effect:</i> Wounds deal 3 extra points of damage each round.									
□□□□□ Decomposition			1 action	19 rounds	50 ft	V, S, DF	Yes	Necromancy	motwld: p.87
<i>Effect:</i> Whenever an enemy within the area suffers normal [not subdual] damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell									
□□□□□ Delay Poison	21	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i> The target becomes temporarily immune to poison.									
□□□□□ Earthbind	21	Fortitude partial	1 standard action	19 minutes [D]	Close (70 ft.)	V, S	Yes	Transmutation	draco: p.112
<i>Effect:</i> You hamper the subject creature's ability to fly [whether through natural or magical means] for the duration of the spell. If the target fails its saving throw, its fly speed [if any] becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a feather fall spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the earthbind spell. If the target makes a successful Fortitude save, its fly speed [including any new effect granted during the spell's duration] is reduced by 100 feet. This reduction can't bring the creature's fly speed down to less than 10 feet. Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed [such as jumping or levitate or air walk spells].									
□□□□□ Earthen Grace	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Abjuration [Earth]	splcmp: p.76
<i>Effect:</i> Subject takes only nonlethal damage from stone and earth.									
□□□□□ Earthfast			1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes (object)	Transmutation	splcmp: p.76
<i>Effect:</i> Doubles the hit points of stone structure or rock formation and increases hardness to 10.									
□□□□□ Easy Trail			1 standard action	19 hours [D]	40 ft.	V, S	Yes	Abjuration	cmpadv: 147
<i>Effect:</i> You make a temporary trail through any kind of undergrowth.									
□□□□□ Easy Trail	21	None (harmless)	1 action	19 hours	Personal	V, S	Yes (harmless)	Abjuration	magfae: p.91
<i>Effect:</i> You radiate an energy that gently pushes plants aside, allowing easy passage and hiding your trail after you pass									
□□□□□ Embrace the Wild			1 standard action	190 minutes [D]	Personal	V		Transmutation	cmpadv: 147
<i>Effect:</i> You gain an animals senses for 190 minutes.									
□□□□□ Evergreen			1 standard action	19 hours and instantaneous; see text	Medium (290 ft.)	V, S, DF	No	Transmutation [Fire]	frstbn: p.93
<i>Effect:</i> You imbue a 10-foot-radius area of plant life with magical heat, instantly healing 1d8+10 points of damage, granting immunity to cold for the duration of the spell.									
□□□□□ Filter	21	Will negates (harmless)	1 action	190 minutes	Touch	V, S, M/DF	Yes	Abjuration	tombld: p.89
<i>Effect:</i> this spell creates an invisible bubble of protection around the recipient's body that filters out all noxious and toxic elements in the air.									
□□□□□ Fins to Feet	21	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.92
<i>Effect:</i> Transforms tails and fins into legs and feet.									
□□□□□ Fire Trap	21	Reflex half; see text	10 minutes	Permanent until discharged	Touch	V, S, M	Yes	Abjuration [Fire]	draco: p.107-108
<i>Effect:</i> Creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed [book, box, bottle, chest, coffer, coffin, door, drawer, and so forth]. Opened object deals 1d4+19 damage.									
□□□□□ Flame Blade			1 standard action	19 minutes	0 ft.	V, S, DF	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Deals 1d8+9 damage.									
□□□□□ Flaming Sphere	21	Reflex negates	1 standard action	19 rounds	Medium (290 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.232
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. - 2d6 damage									
□□□□□ Flashfreeze			1 standard action	Instantaneous	Close (70 ft.)	V, S, DF	No	Transmutation [Cold, Earth]	frstbn: p.94
<i>Effect:</i> All earth, stone, and water in the spells area is drained of heat. Earth, mud, and stone become everfrost and water freezes.									

\* =Domain/Specialty Spell

# Druid Spells

☐☐☐☐☐ Fog Cloud	None		1 standard 190 minutes action	Medium (290 ft.)	V, S	No	Conjuration (Creation)	phb: p.232
<i>Effect:</i> A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet.				Target: Fog spreads in 20-ft. radius, 20 ft. high			Caster Level: 19	
☐☐☐☐☐ Frost Breath	21	Reflex half	1 standard Instantaneous action	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p.100
<i>Effect:</i> Icy breath deals 9d4 damage.				Target: Cone-shaped burst			Caster Level: 19	
☐☐☐☐☐ Frost Weapon	21	Will negates (harmless, object)	1 standard 19 rounds action	Touch	V, S, M	No	Transmutation	frstbn: p.95
<i>Effect:</i> You imbue a weapon with icy cold, granting it a power similar to the frost special ability.				Target: Weapon touched			Caster Level: 19	
☐☐☐☐☐ Gaze Screen	21	Will negates (harmless)	1 action 190 minutes	Touch	V, S	Yes	Abjuration	tombld: p.90
<i>Effect:</i> You create a shimmering, mirrorlike area in the air before the recipient's eyes.				Target: Living creature touched			Caster Level: 19	
☐☐☐☐☐ Green Blockade	None		1 action 19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Creation)	motwld: p.89
<i>Effect:</i> You raise a barrier of plant life before you				Target: 20 ft. long, 1 ft. thick wall			Caster Level: 19	
☐☐☐☐☐ Gust of Wind	21	Fortitude negates	1 standard 1 round action	60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.				Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range			Caster Level: 19	
☐☐☐☐☐ Healing Lorecall			1 standard 21 minutes action	Personal	V, S, M		Divination	cmpadv: 151
<i>Effect:</i> If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration [healing] spells.				Target: You			Caster Level: 21	
☐☐☐☐☐ Healing Sting	None		1 standard Instantaneous action	Touch	V, S, M	Yes	Necromancy	splcmp: p.110
<i>Effect:</i> Touch deals 1d12+19 damage; caster gains damage as hp.				Target: You and one living creature			Caster Level: 19	
☐☐☐☐☐ Heartfire	21	Fortitude partial	1 standard 19 rounds action	Close (70 ft.)	V, S, DF	Yes	Evocation [Light, Fire]	splcmp: p.112
<i>Effect:</i> Subjects outlined by fire, take 1d4 damage/round.				Target: Living creatures within a 5 ft. radius burst			Caster Level: 19	
☐☐☐☐☐ Heat Metal	21	Will negates (object)	1 standard 7 rounds action	Close (70 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	phb: p.239
<i>Effect:</i> Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creatures possession uses the creatures saving throw bonus unless its own is higher.				Target: Metal equipment of 9 creatures, no two of which can be more than 30 ft. apart; or 475 lb. of metal, all of which must be within a 30-ft. circle			Caster Level: 19	
☐☐☐☐☐ Hold Animal	21	Will negates; see text	1 standard 19 rounds; see text action	Medium (290 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
<i>Effect:</i> The subject animal becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.				Target: One animal			Caster Level: 19	
☐☐☐☐☐ Kelpstrand	None		1 standard 19 rounds action	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p.128
<i>Effect:</i> Strands of kelp grapple foes.				Target: 6 creatures, no two of which are more than 30 ft. apart			Caster Level: 19	
☐☐☐☐☐ Lesser Restoration	21	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> any magical effects reducing one of the subjects ability scores [such as ray of enfeeblement] or cures 1d4 points of temporary ability damage to one of the subjects ability scores [such as from a shadows touch or from poison]. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.				Target: Creature touched			Caster Level: 19	
☐☐☐☐☐ Listening Lorecall			1 standard 210 minutes action	Personal	V, S, DF		Divination	cmpadv: 154
<i>Effect:</i> You gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen.				Target: You			Caster Level: 21	
☐☐☐☐☐ Listening Lorecall			1 standard 210 minutes action	Personal	V, S, DF		Divination	splcmp: p.133
<i>Effect:</i> You gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen.				Target: You			Caster Level: 21	
☐☐☐☐☐ Locate Node	None		1 standard 21 minutes action	1 mile/lvl	V, S, F/DF	No	Divination [Earth]	undrkd: p.58
<i>Effect:</i> You sense the direction of any earth node within range.				Target: Circle, centered on you, with a radius of 21 miles.			Caster Level: 21	
☐☐☐☐☐ Major Resistance	21	Will negates (harmless)	1 action 19 hours	Touch	V, S, M/DF	Yes (harmless)	Abjuration	svgspe: p.68
<i>Effect:</i> Subject gains +3 on saving throws.				Target: Creature touched			Caster Level: 19	
☐☐☐☐☐ Mark of the Outcast	21	Will negates	1 standard Permanent action	Close (70 ft.)	V, S, DF	Yes	Necromancy	splcmp: p.138
<i>Effect:</i> Subject takes a -5 penalty on Bluff and Diplomacy checks and a -2 penalty to AC.				Target: One creature			Caster Level: 19	
☐☐☐☐☐ Mark of the Outcast	21	Will negates	1 standard Permanent action	Close (70 ft.)	V, S, DF	Yes	Necromancy	undrkd: p.59
<i>Effect:</i> Visible mark causes -5 penalty to Bluff and Diplomacy and -2 to AC.				Target: One creature			Caster Level: 19	
☐☐☐☐☐ Mass Camouflage	21	Will negates (harmless)	1 standard 190 minutes action	Medium (290 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p.43
<i>Effect:</i> As camouflage, but multiple subjects.				Target: Any number of creatures, no two of which are more than 60 ft. apart			Caster Level: 19	
☐☐☐☐☐ Mass Snake's Swiftess	21	Will negates (harmless)	1 standard Instantaneous action	Medium (290 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	splcmp: p.193
<i>Effect:</i> Allies each immediately make one attack.				Target: Allied creatures in a 20 ft. radius burst			Caster Level: 19	
☐☐☐☐☐ Master Air			1 standard 19 rounds action	Personal	V, S, F		Transmutation	splcmp: p.139
<i>Effect:</i> You sprout insubstantial wings and can fly.				Target: You			Caster Level: 19	
☐☐☐☐☐ Might of the Oak	21	Will negates	1 action 190 minutes	Touch	V, S, DF	Yes	Transmutation	motwld: p.91
<i>Effect:</i> This spell grants the quiet strength of a massive oak tree				Target: Living creature touched			Caster Level: 19	
☐☐☐☐☐ Mountain Stance	21	Will negates (harmless)	1 standard 19 minutes action	Touch	V, S	No	Transmutation	splcmp: p.144
<i>Effect:</i> Subject becomes hard to move.				Target: One creature			Caster Level: 19	
☐☐☐☐☐ Nature's Favor	21	Will negates (harmless)	1 swift 1 minute action	Touch	V, S, DF	Yes (harmless)	Evocation	splcmp: p.146
<i>Effect:</i> Animal touched gains luck bonus on attack rolls and damage rolls of +6.				Target: Animal touched			Caster Level: 19	
☐☐☐☐☐ Natures Favor	21	Will negates (harmless)	1 standard 1 minute action	Touch	V, S, DF	Yes (harmless)	Evocation	cmpadv: 155
<i>Effect:</i> Animal touched gains luck bonus on attack and damage rolls of +6				Target: Animal touched			Caster Level: 19	
☐☐☐☐☐ Numbing Sphere	21	Reflex negates	1 standard 19 rounds action	Medium (290 ft.)	V, S, M/DF	Yes	Evocation [Cold, Ice]	frstbn: p.102
<i>Effect:</i> A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 cold damage as well as 1d4 Dexterity damage to that creature.				Target: 5-ft.-diameter sphere			Caster Level: 19	

\* =Domain/Speciality Spell

# Druid Spells

□□□□	Obscuring Snow	None	1 standard action	19 hours	30 ft.	V, S	No	Conjuration (Creation) [Air, Cold]	frstbn: p.103
<i>Effect:</i> A swirling snow vapor arises around you, and follows you from that point on. The snow obscures all sight, including darkvision, beyond 5 feet high. A creature 5 feet away has concealment. Creatures farther away have total concealment.					<i>Target:</i> Cloud spreads in 30-ft.-radius from you, 30 ft.		<i>Caster Level:</i> 19		
□□□□	One with the Land		1 standard action	19 hours	Personal	V, S		Transmutation	splcmp: p.149
<i>Effect:</i> Link with nature gives a +2 bonus on nature-related skill checks.					<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	One with the Land	None	1 action	19 hours	Personal	V, S	No	Transmutation	magfae: p.111
<i>Effect:</i> You forge a strong link with nature that gives you greater insight into your environment.					<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Owl's Wisdom	21 Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Persistence of the Waves	21 Will negates	1 action	190 minutes	Touch	V, S, DF	Yes	Transmutation	motwld: p.92
<i>Effect:</i> This spell bestows the smooth indomitability of waves crashing on a shore.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Reduce Animal	None	1 standard action	19 hours	Touch	V, S	No	Transmutation	phb: p.269
<i>Effect:</i> This spell functions like reduce person, except that it affects a single willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 19		
□□□□	Regenerate Moderate Wounds	21 Will negates (harmless)	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.93
<i>Effect:</i> Grants fast healing at the rate of 2 hit points per round					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Remedy Moderate Wounds	21 Will negates (harmless)	1 action	19 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	magfae: p.113
<i>Effect:</i> When laying your hand upon a living creature, you boost its life energy to grant it the fast healing ability.					<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□	Resist Energy	21 Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	draco: p.107-108
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Saltray	21 Fortitude partial	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation	splcmp: p.179
<i>Effect:</i> Ray deals 9d6 damage and stuns.					<i>Target:</i> Ray		<i>Caster Level:</i> 19		
□□□□	Scent	None	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	cmpdvn: p.178
<i>Effect:</i> Grants the scent special ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Scent	None	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.180
<i>Effect:</i> Grants the scent special ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Scent	21 Will negates (harmless)	1 action	19 hours	Touch	V, S, M	Yes (harmless)	Transmutation	magfae: p.115
<i>Effect:</i> You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Share Husk	21 Will negates (harmless)	1 standard action	21 minutes	Touch	V, S, M	Yes	Divination	splcmp: p.187
<i>Effect:</i> See and hear through the senses of a touched animal.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 21		
□□□□	Snow Walk	21 Will negates (harmless)	1 standard action	19*10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.104
<i>Effect:</i> The subjects can walk on top of snow rather than through it, avoiding the usual movement penalties and leaving neither footprints nor scent. Tracking the subject is impossible by nonmagical means, and the gliding along the surface of the snow adds 10 feet to the target creature's land speed.					<i>Target:</i> 19 creatures touched		<i>Caster Level:</i> 19		
□□□□	Soften Earth and Stone	None	1 standard action	Instantaneous	Close (70 ft.)	V, S, DF	No	Transmutation [Earth]	phb: p.280
<i>Effect:</i> When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped.					<i>Target:</i> 190 ft. square; see text		<i>Caster Level:</i> 19		
□□□□	Speed of the Wind	21 Will negates	1 action	190 minutes	Touch	V, S	Yes	Transmutation	motwld: p.94
<i>Effect:</i> With this spell, you can grant the ephemeral quickness of a sudden breeze.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Spider Climb	21 Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	draco: p.107-108
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Splinterbolt	None	1 standard action	Instantaneous	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p.203
<i>Effect:</i> 4d6 piercing damage to subjects hit by ranged attack.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 19		
□□□□	Summon Dire Hawk	None	1 round	19 mins [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	racwld: p.175
<i>Effect:</i> This spell summons a dire hawk. It appears where you designate and acts immediately, on your turn. You may command the dire hawk telepathically as a free action, allowing you to direct its actions as you desire.					<i>Target:</i> One summoned dire hawk		<i>Caster Level:</i> 19		
□□□□	Summon Nature's Ally II	None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to themore than 30 ft. apart best of its ability. You conjure creatures from the 2nd-level list on the Summon Natures Ally table.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Summon Swarm	None	1 round	Concentration + 2 rounds	Close (70 ft.)	V, S, M/DF	No	Conjuration (Summoning)	phb: p.289
<i>Effect:</i> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 19		
□□□□	Swim	None	1 round	190 minutes [D]	Medium (290 ft.)	V, S, M	Yes (harmless)	Transmutation [Water]	splcmp: p.217
<i>Effect:</i> Subject gains swim speed, +8 bonus on Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□	Thaw	None	1 standard action	Instantaneous	Close (70 ft.)	V, S, DF	No	Transmutation [Earth, Fire]	frstbn: p.105
<i>Effect:</i> All everfrost, slush, snow, mud, and ice in the spell's area are filled with heat. Ice and snow become slush, slush becomes everfrost, and everfrost becomes bog.					<i>Target:</i> 19 10-ft. cubes		<i>Caster Level:</i> 19		
□□□□	Thin Air	21 Fortitude negates	1 standard action	19 minutes	Medium (290 ft.)	V, S	No	Necromancy [Cold]	frstbn: p.105
<i>Effect:</i> This spell thins the oxygen in the area, causing creatures caught therein to suffer the effects of extreme altitude sickness.					<i>Target:</i> 30-ft-radius emanation		<i>Caster Level:</i> 19		
□□□□	Tiger's Tooth	21 Will negates (harmless)	1 swift action	1 round	Touch	V	Yes (harmless)	Transmutation	splcmp: p.221
<i>Effect:</i> Target: Living creature touched					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Train Animal	21 Will negates (harmless)	10 minutes	19 hours	Touch	V, S, DF	Yes (harmless)	Enchantment (Charm) [MindAffecting]	cmpadv: 157
<i>Effect:</i> Affected animal gains 9 additional tricks for 19 hours.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 19		

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	Tree Shape	None	1 standard	19 hours	action	Personal	V, S, DF	No	Transmutation	phb: p.296
<i>Effect:</i> By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□□	Warp Wood	21 Will negates (object)	1 standard	Instantaneous	action	Close (70 ft.)	V, S	Yes (object)	Transmutation	phb: p.300
<i>Effect:</i> You cause wood to bend and warp, permanently destroying its straightness, form, and strength.						<i>Target:</i> 19 Small wooden objects, all within a 20-ft. radius		<i>Caster Level:</i> 19		
□□□□□	Wings of Air	21 None (harmless)	1 standard	19 minutes	action	Touch	V	No (harmless)	Transmutation	splcmp: p.240
<i>Effect:</i> Subject's flight maneuverability improves by one step.						<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 19		
□□□□□	Winter's Embrace	21 Fortitude negates	1 standard	19 rounds	action	Close (70 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p.241
<i>Effect:</i> Creature takes 1d8 cold damage/round and might become exhausted.						<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□□	Woodland Veil	21 Will negates (harmless)	1 standard	19*10 mins [D]	action	Close (70 ft.)	V, S	Yes (harmless)	Illusion (Glamour)	racwld: p.176
<i>Effect:</i> This spell makes its subjects blend in with natural surroundings, hiding them and quieting the sounds they make. All targets gain a +5 competence bonus on Hide and Move Silently checks while outdoors in a natural setting. The spell has no effect in urban settings or indoors (including dungeons).						<i>Target:</i> One or more creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 19		
□□□□□	Wood Shape	21 Will negates (object)	1 standard	Instantaneous	action	Touch	V, S, DF	Yes (object)	Transmutation	phb: p.303
<i>Effect:</i> Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.						<i>Target:</i> One touched piece of wood no larger than 29 cu. ft.		<i>Caster Level:</i> 19		
□□□□□	Wracking Touch	21 Fortitude half	1 standard	Instantaneous	action	Touch	V, S	Yes	Necromancy	cmpadv: 158
<i>Effect:</i> Deal 1d6+19 damage; you also deal sneak attack damage if you have any.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	Zone of Glacial Cold	21 Fortitude half	1 standard	19 rounds	action	Medium (290 ft.)	V, S, M	No	Conjuration [Cold]	frstbn: p.106
<i>Effect:</i> You create a zone of icy cold within the spells area, dealing 1d6 points of cold damage per round.						<i>Target:</i> 20-ft. radius		<i>Caster Level:</i> 19		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Air Breathing	22 Will negates (harmless)	1 standard	38 hours; see text	action	Touch	S, M/DF	Yes (harmless)	Transmutation	splcmp: p.8
<i>Effect:</i> Subjects can breathe air freely.						<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 19		
□□□□□	Arctic Haze	22 Fortitude half	1 standard	19*10 minutes	action	Medium (290 ft.)	V, S	No	Conjuration (Creation) [Cold]	frstbn: p.88
<i>Effect:</i> A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point, obscuring all sight beyond 5 ft. A creature 5 feet away has concealment [20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cant use sight to locate the target], the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.						<i>Target:</i> Fog spreads in a 30' radius, 20' high		<i>Caster Level:</i> 19		
□□□□□	Attune Form	None	1 standard	24 hours	action	Touch	V, S, M/DF	No	Transmutation	splcmp: p.17
<i>Effect:</i> Grant creature temporary protection against overtly damaging planar traits.						<i>Target:</i> 6 creatures		<i>Caster Level:</i> 19		
□□□□□	Aura of Cold (Lesser)	None	1 standard	19 rounds	action	5'	V, S, DF	Yes	Transmutation [Cold]	frstbn: p.88
<i>Effect:</i> You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 1d6 points of cold damage at the start of your round to each creature within 5 feet.						<i>Target:</i> 5' radius spherical emanation, centered on you		<i>Caster Level:</i> 19		
□□□□□	Beast Claws		1 standard	19 rounds	action	Personal	V, S, M		Transmutation	cmpdvn: p.151
<i>Effect:</i> Your hands become Slashing natural weapons.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□□	Binding Snow	22 Reflex negates	1 standard	19 hours [D]	action	Medium (290 ft.)	V, S, DF, Frostfell	Yes	Transmutation [Cold]	frstbn: p.89
<i>Effect:</i> This spell must be cast on a snow field which snow field instantly freezes, impeding movement through the area.						<i>Target:</i> 19*10 square feet		<i>Caster Level:</i> 19		
□□□□□	Bite of the Werewolf		1 standard	19 rounds	action	Personal	V, S, M		Transmutation	splcmp: p.29
<i>Effect:</i> You gain the Strength and attacks of a werewolf.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□□	Blindsight	22 Will negates (harmless)	1 standard	19 minutes	action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.32
<i>Effect:</i> Subject gains blindsight 30 ft. for 19 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	Blindsight	22 Will negates (harmless)	1 action	19 hours		Touch	V, S	Yes (harmless)	Transmutation	magfae: p.82
<i>Effect:</i> This spell grants the Blindsight feat [30' radius]						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	Bottle of Smoke	None	10 minutes	19 hours		Touch	V, S, F	No	Conjuration (Creation)	splcmp: p.37
<i>Effect:</i> Uncorking bottle creates fast horse made of smoke.						<i>Target:</i> One smoky, horselike creature		<i>Caster Level:</i> 19		
□□□□□	Bottle of Smoke	None	10 minutes	19 hours		Touch	V, S, F	No	Conjuration (Creation)	motwld: p.84
<i>Effect:</i> You use a fire source to create a plume of smoke, which you capture in a special bottle you're holding						<i>Target:</i> One smoky horse-like creature		<i>Caster Level:</i> 19		
□□□□□	Call Lightning	22 Reflex half	1 round	19 minutes		Medium (290 ft.)	V, S	Yes	Evocation [Electricity]	phb: p.207
<i>Effect:</i> You call down lightning bolts [3d6 per bolt] from sky.						<i>Target:</i> One or more 30-ft.-long vertical lines of lightning		<i>Caster Level:</i> 19		
□□□□□	Capricious Zephyr	22 None or Reflex partial; see text	1 standard	19 rounds	action	Medium (290 ft.)	V, S	Yes	Evocation [Air]	splcmp: p.43
<i>Effect:</i> Gale-force winds push creatures.						<i>Target:</i> 5 ft. diameter sphere		<i>Caster Level:</i> 19		
□□□□□	Charge of the Triceratops	22 Will negates (harmless)	1 standard	19 rounds [D]	action	Touch	V, S, DF	Yes	Transmutation	splcmp: p.45
<i>Effect:</i> Subject grows horns and skull plate, gains gore attack.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□□	Circle Dance		1 minute	Instantaneous		Personal	V, S		Divination	splcmp: p.46
<i>Effect:</i> Indicates direction to known individual.						<i>Target:</i> You		<i>Caster Level:</i> 21		
□□□□□	Circle Dance	None	1 minute	Instantaneous		Personal	V, S	No	Divination	magfae: p.84
<i>Effect:</i> You divine the relative direction and condition of another individual						<i>Target:</i> You		<i>Caster Level:</i> 21		
□□□□□	Column of Ice	22 Reflex negates	1 standard	Permanent	action	Close (70 ft.)	V, S, M	No	Conjuration (Creation) [Cold]	frstbn: p.90
<i>Effect:</i> A column of ice rises from the ground, lifting any object or creature [including you] standing in the area into the air.						<i>Target:</i> One column of ice, 10 ft. radius and 19*5 ft. in height		<i>Caster Level:</i> 19		
□□□□□	Conjure Ice Beast III	None	1 round	19 rounds [D]		Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.						<i>Target:</i> One conjured ice creature		<i>Caster Level:</i> 19		
□□□□□	Control Temperature	None	1 round	19 hours		19*20 ft.	V, S, M, DF	No	Transmutation [Cold, Fire]	frstbn: p.92
<i>Effect:</i> You imbue an area with cold or fire energy, reducing or raising the temperature by 19/5 energy bands.						<i>Target:</i> 19*20 cu. ft. emanation, centered on you		<i>Caster Level:</i> 19		
□□□□□	Corona of Cold	22 Fortitude negates	1 standard	19 rounds [D]		10 ft.	V, S, DF	Yes	Evocation [Cold]	splcmp: p.52

\* =Domain/Specialty Spell



# Druid Spells

		action								
<i>Effect:</i> Aura of cold protects you, damage others.								Target: 10 ft. radius emanation centered on you	Caster Level: 19	
□□□□□ Countermoon	22	Will negates	1 action	12 hrs	Close (70 ft.)	V, S, F	Yes	Abjuration	motwld: p.86	
<i>Effect:</i> This spell stops a lycanthrope from changing form, preventing both voluntary shapechanging via the alternate form ability and involuntary shapechanging because of lycanthropy								Target: One lycanthrope	Caster Level: 19	
□□□□□ Creaking Cacophony		None	1 standard	19 rounds action	Medium (290 ft.)	V, S	Yes	Illusion (Figment) [Sonic]	splcmp: p.55	
<i>Effect:</i> Sound distracts and makes foes vulnerable to sonic damage.								Target: 40 ft. radius spread	Caster Level: 19	
□□□□□ Crumble	22	Fortitude half (object)	1 standard	Instantaneous action	Medium (290 ft.)	V, S	Yes (object)	Transmutation	splcmp: p.56	
<i>Effect:</i> You erode building or other structure.								Target: One structure or construct	Caster Level: 19	
□□□□□ Cure Moderate Wounds	22	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216	
<i>Effect:</i> You channel positive energy through your hand that cures 2d8+10 damage								Target: Creature touched	Caster Level: 19	
□□□□□ Daylight		None	1 standard	190 minutes action	Touch	V, S	No	Evocation [Light]	phb: p.216	
<i>Effect:</i> The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additional 60 ft. beyond that.								Target: Object touched	Caster Level: 19	
□□□□□ Dehydrate	22	Fortitude negates	1 standard	Instantaneous action	Medium (290 ft.)	V, S, DF	Yes	Necromancy	splcmp: p.62	
<i>Effect:</i> Deals Con damage to subject.								Target: One living creature	Caster Level: 19	
□□□□□ Diminish Plants		None	1 standard	Instantaneous action	See text	V, S, DF	No	Transmutation	phb: p.221	
<i>Effect:</i> Reduces size or blights growth of normal plants.								Target: See text	Caster Level: 19	
□□□□□ Dominate Animal	22	Will negates	1 round	19 rounds	Close (70 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.224	
<i>Effect:</i> You can enchant an animal and give it simple mental commands.								Target: One animal	Caster Level: 19	
□□□□□ Downdraft	22	Reflex partial; see text	1 standard	Instantaneous action	Long (1160 ft.)	V, S, M		Evocation [Air]	splcmp: p.72	
<i>Effect:</i> Flying creatures knocked down.								Target: Cylinder [20 ft. radius, 100 ft. high]	Caster Level: 19	
□□□□□ Embrace the Wild		None	1 action	190 minutes	Personal	V, F	No	Transmutation	motwld: p.87	
<i>Effect:</i> Allows you to adopt the nature and some abilities of a wild animal								Target: You	Caster Level: 19	
□□□□□ Embrace the Wild			1 action	190 minutes	Personal	V, F		Transmutation	svgspace: p.65	
<i>Effect:</i> You gain senses, other traits of chosen animal.								Target: You	Caster Level: 19	
□□□□□ Energy Vortex	22	Reflex half	1 standard	Instantaneous action	20 ft.	V, S	Yes	Evocation [see text]	splcmp: p.81	
<i>Effect:</i> Burst of energy centered on you damage nearby creatures.								Target: All creatures within a 20 ft. radius burst centered on you	Caster Level: 19	
□□□□□ Entangling Staff	22	Yes (harmless, object)	1 swift	19 rounds [D] action	Touch	V, F	Yes (harmless)	Transmutation	cmpadv: 147	
<i>Effect:</i> Swift. Quarterstaff gains improved grab and can constrict grappled foes.								Target: Quarterstaff touched	Caster Level: 19	
□□□□□ False Bravado	22	Will negates	1 action	3 rounds + subjects Con mod	Close (70 ft.)	V, S, F	Yes	Enchantment (Compulsion) [Mind-affecting]	motwld: p.88	
<i>Effect:</i> False bravado causes the subject to grow overconfident, believing that he or she has gained the full effects of a barbarian's rage								Target: One humanoid	Caster Level: 19	
□□□□□ Fire Wings			1 full round	19 minutes	Personal	V, S, M, F		Transmutation [Fire]	cmpadv: p.165	
<i>Effect:</i> Your arms become wings that enable flight, deal 2d6 fire damage.								Target: You	Caster Level: 19	
□□□□□ Fire Wings			1 round	19 minutes	Personal	V, S, M, F		Transmutation [Fire]	splcmp: p.93	
<i>Effect:</i> Your arms become wings that enable flight, deal 2d6 fire damage.								Target: You	Caster Level: 19	
□□□□□ Fly (Swift)			1 swift	1 round action	Personal	V		Transmutation	cmpadv: 149	
<i>Effect:</i> Target: You								Target: You	Caster Level: 19	
□□□□□ Forestfold			1 standard	19 hours [D] action	Personal	V, S		Transmutation	splcmp: p.98	
<i>Effect:</i> Gain +10 competence bonus on Hide and Move Silently checks in one type of terrain.								Target: You	Caster Level: 19	
□□□□□ Giant's Wrath		None	1 swift	19 rounds action	Personal	V, S, M	None	Transmutation [Earth]	splcmp: p.105	
<i>Effect:</i> Pebbles you throw become boulders.								Target: 6 pebbles	Caster Level: 19	
□□□□□ Girallon's Blessing	22	Fortitude negates (harmless)	1 standard	190 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.106	
<i>Effect:</i> Subject gains one additional pair of arms.								Target: Creature touched	Caster Level: 19	
□□□□□ Greater Magic Fang	22	Will negates (harmless)	1 standard	19 hours action	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	draco: p.107-108	
<i>Effect:</i> This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +5.								Target: One living creature	Caster Level: 19	
□□□□□ Greenfire	22	Reflex half (see text)	1 standard	1 round action	Medium (290 ft.)	V, S, DF	Yes	Evocation [Acid]	uneast: p.50	
<i>Effect:</i> Green energy deals 2d6 + 10 pts of acid damage.								Target: One 5-ft. cube/level [S]	Caster Level: 19	
□□□□□ Healing Sting	22	Fortitude negates	1 action	Instantaneous	Touch	V, S, M	Yes	Necromancy	magfae: p.100	
<i>Effect:</i> You inflict 1d6 points of damage +1 point/level to a living creature and gain an equal amount of hit points								Target: You and one living creature	Caster Level: 19	
□□□□□ Heatstroke	22	Fortitude partial	1 standard	Instantaneous action	Medium (290 ft.)	V, S	Yes	Transmutation	splcmp: p.113	
<i>Effect:</i> Subject creature takes nonlethal damage and becomes fatigued.								Target: One creature	Caster Level: 19	
□□□□□ Hypothermia	22	Fortitude partial	1 standard	Instantaneous action	Close (70 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p.118	
<i>Effect:</i> Causes 19d6 cold damage, fatigue.								Target: One creature	Caster Level: 19	
□□□□□ Icelance	22	Fortitude partial	1 standard	Instantaneous action	Medium (290 ft.)	V, S, F	Yes	Conjuration (Creation)	splcmp: p.119	
<i>Effect:</i> Changes ice into lance, which attacks subject for 6d6 damage and stuns for 1d4 rounds.								Target: One lance of ice	Caster Level: 19	
□□□□□ Ice Shape		None	1 standard	Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Cold]	frstbn: p.99	
<i>Effect:</i> You can form an existing piece of ice into any shape that suits your purpose.								Target: Ice touched, up to 19+10 cu.ft.	Caster Level: 19	
□□□□□ Infestation of Maggots	22	Fortitude negates	1 standard	9 rounds action	Touch	V, S, M	Yes	Necromancy	cmpadv: p.166	
<i>Effect:</i> Touch attack deals 1d4 Con per round.								Target: Creature touched	Caster Level: 19	
□□□□□ Jagged Tooth	22	Will negates (harmless)	1 standard	190 minutes action	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p.126	
<i>Effect:</i> Doubles the critical threat range of natural weapons.								Target: One natural slashing or piercing weapon of target creature	Caster Level: 19	

\* =Domain/Specialty Spell

## Druid Spells

□□□□	Jagged Tooth	22	Will negates (harmless)	1 action	190 minutes	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	svgspc: p.68
<i>Effect:</i> Subject's natural weapon gains keen special ability.						<i>Target:</i> One natural Slashing or piercing weapon of target creature		<i>Caster Level:</i> 19		
□□□□	Junglerazer	22	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Necromancy	splcmp: p.127
<i>Effect:</i> Fey, vermin, plants, and animals take 19d10 damage.						<i>Target:</i> 120 ft. line		<i>Caster Level:</i> 19		
□□□□	Lion's Charge			1 swift action	1 round	Personal	V		Transmutation	splcmp: p.133
<i>Effect:</i> You can make a full attack on a charge for 1 round.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Mass Align Fang	22	Will negates (harmless)	1 standard action	19 minutes	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation [see text]	splcmp: p.9
<i>Effect:</i> Allies' natural weapons become good, evil, lawful, or chaotic.						<i>Target:</i> 19 creatures, no two of which may be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Mass Lesser Vigor	22	Will negates (harmless)	1 standard action	25 rounds	20 ft.	V, S	Yes	Conjuration (Healing)	cmpdvn: p.186
<i>Effect:</i> Creatures gain fast healing 1 [max 25 rounds]						<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Mass Resistance		None	1 action	19 minutes	Touch	V, S, DF	Yes	Abjuration	tombld: p.93
<i>Effect:</i> As Resistance except that it effects multiple creatures.						<i>Target:</i> 19 creatures, no two of which can be more than 30 ft apart		<i>Caster Level:</i> 19		
□□□□	Mass Resist Energy	22	Fortitude negates (harmless)	1 standard action	190 minutes	Close (70 ft.)	V, S, DF	Yes (harmless)	Abjuration	splcmp: p.174
<i>Effect:</i> Creatures ignore damage from specified energy type.						<i>Target:</i> 19 creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Mass Snowshoes	22	Will negates (harmless)	1 standard action	19 hours [D]	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p.194
<i>Effect:</i> As snowshoes, affects 19 creatures.						<i>Target:</i> 19 creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Meld into Ice		None	1 standard action	19*10 minutes	Personal	V, S, DF	No	Transmutation	frstbn: p.102
<i>Effect:</i> Meld into ice enables you to meld your body and possessions into a single block of ice. The ice must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the ice.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Meld into Stone		None	1 standard action	190 minutes	Personal	V, S, DF	No	Transmutation [Earth]	phb: p.252
<i>Effect:</i> enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Nature's Balance	22	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.145
<i>Effect:</i> You transfer 4 ability score points to the subject for 190 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Nature's Favor	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Evocation	cmpdvn: p.170
<i>Effect:</i> Target animal gains an attack and damage bonus of +9						<i>Target:</i> Animal touched		<i>Caster Level:</i> 19		
□□□□	Nature's Favor	22	Will negates (harmless)	1 action	95 rounds	Touch	V, S, DF	Yes (harmless)	Evocation	motwld: p.92
<i>Effect:</i> Calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every two caster levels you possess.						<i>Target:</i> Animal touched		<i>Caster Level:</i> 19		
□□□□	Nature's Rampart		None	10 minutes	Instantaneous	Medium (290 ft.)	V, S, F	No	Transmutation	splcmp: p.146
<i>Effect:</i> You mold the terrain to provide fortifications.						<i>Target:</i> Structure up to 40 ft. square		<i>Caster Level:</i> 19		
□□□□	Neutralize Poison	22	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	phb: p.257
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that dont go away on their own.						<i>Target:</i> Creature or object of up to 19 cu. ft. touched		<i>Caster Level:</i> 19		
□□□□	Phantom Plow	22	See text	1 action	Permanent	380 feet	V, S, M	No	Evocation [Earth]	lrddrk: p.187
<i>Effect:</i> You turn aside raw earth in a furrow in a straight line from your feet to a distance of 380 feet						<i>Target:</i> Furrow in a straight line		<i>Caster Level:</i> 19		
□□□□	Plant Growth		None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	phb: p.262
<i>Effect:</i> Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation [grasses, briars, bushes, creepers, thistles, trees, vines] within long range [400 feet + 40 feet per caster level] to become thick and overgrown. Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.						<i>Target:</i> See text		<i>Caster Level:</i> 19		
□□□□	Poison	22	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.262
<i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Primal Form			1 standard action	19 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p.161
<i>Effect:</i> You change into elemental, gain some abilities.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Protection from Energy	22	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	draco: p.107-108
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 120 points of energy damage, it is discharged.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Quench	22	None or Will negates (object)	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	No or Yes (object)	Transmutation	phb: p.267
<i>Effect:</i> Extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check 1d20+15 ~ against each spell to dispel it.						<i>Target:</i> 19 20-ft. cubes [S] or one fire-based magic item		<i>Caster Level:</i> 19		
□□□□	Quillfire			1 standard action	19 rounds	Personal	V, S		Transmutation	splcmp: p.164
<i>Effect:</i> Your hand sprouts poisonous quills useful for melee or ranged attacks.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Regenerate Ring	22	Will negates (harmless)	1 action	19 rounds	20 ft	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.93
<i>Effect:</i> You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell.						<i>Target:</i> 9 creatures, no two more than 30 ft apart		<i>Caster Level:</i> 19		
□□□□	Remove Disease	22	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
<i>Effect:</i> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□	Sink	22	Will negates	1 standard action	1 round	Close (70 ft.)	V, S, DF	Yes	Transmutation	splcmp: p.190
<i>Effect:</i> Subject sinks in water, must make Swim checks.						<i>Target:</i> 6 creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Sleet Storm		None	1 standard action	19 rounds	Long (1160 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	phb: p.280
<i>Effect:</i> Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy.						<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 19		
□□□□	Snakebite			1 standard action	19 rounds [D]	Personal	V, S		Transmutation	splcmp: p.193
<i>Effect:</i> Your arm turns into poisonous snake you can use to attack.						<i>Target:</i> You		<i>Caster Level:</i> 19		

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Snare	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	phb: p.280
<i>Effect:</i> This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope.								<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level <i>Caster Level:</i> 19
□□□□□ Speak with Plants	None	1 standard	21 minutes action	Personal	V, S	No	Divination	phb: p.282
<i>Effect:</i> You can comprehend and communicate with plants, including both normal plants and plant creatures.								<i>Target:</i> You <i>Caster Level:</i> 21
□□□□□ Spiderskin	22	Will negates (harmless)	1 standard	190 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation splcmp: p.202
<i>Effect:</i> Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.								<i>Target:</i> Creature touched <i>Caster Level:</i> 19
□□□□□ Spike Growth	22	Reflex partial	1 standard	19 hours action	Medium (290 ft.)	V, S, DF	Yes	Transmutation phb: p.283
<i>Effect:</i> Any ground-covering vegetation in the spells area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spells area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.								<i>Target:</i> 19 20-ft. squares <i>Caster Level:</i> 19
□□□□□ Spikes	None		1 standard	19 hours action	Touch	V, S, M	No	Transmutation cmpdvn: p.181
<i>Effect:</i> As brambles, but weapon gains +2 bonus and doubled threat range.								<i>Target:</i> Wooden weapon touched <i>Caster Level:</i> 19
□□□□□ Spirit Jaws	None		1 standard	19 rounds [D] action	Medium (290 ft.)	V, S, M	Yes	Evocation [Force] splcmp: p.202
<i>Effect:</i> Ghostly jaws grapple creature, deal 2d6 damage.								<i>Target:</i> Jaws of force <i>Caster Level:</i> 19
□□□□□ Standing Wave	22	Reflex negates	1 standard	190 minutes action	Close (70 ft.)	V, S, DF	Yes	Transmutation cmpdvn: p.182
<i>Effect:</i> Magically propels boat or swimming creature.								<i>Target:</i> Waves under a creature or object within range <i>Caster Level:</i> 19
□□□□□ Stone Shape	None		1 standard	Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth] phb: p.284
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.								<i>Target:</i> Stone or stone object touched, up to 29 cu. ft. <i>Caster Level:</i> 19
□□□□□ Summon Nature's Ally III	None		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning) phb: p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to themore than 30 ft. apart best of its ability. You conjure creatures from the 3rd-level list on the Summon Natures Ally table.								<i>Target:</i> One or more creatures, no two of which can be <i>Caster Level:</i> 19
□□□□□ Thornskin			1 standard	19 rounds [D] action	Personal	V, S, M		Transmutation splcmp: p.219
<i>Effect:</i> Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 5 damage.								<i>Target:</i> You <i>Caster Level:</i> 19
□□□□□ Thunderous Roar	22	Fortitude partial; see text	1 standard	Instantaneous action	Long (1160 ft.)	V, S, DF	Yes	Evocation [Sonic] splcmp: p.220
<i>Effect:</i> Roar deals 9d6 damage, deafens.								<i>Target:</i> 20 ft. radius burst <i>Caster Level:</i> 19
□□□□□ Tortoise Shell	None		1 action	190 minutes	Close (70 ft.)	V, S, F	No	Abjuration magfae: p.127
<i>Effect:</i> You create a large hemispherical tortoise shell measuring 5 feet in diameter.								<i>Target:</i> Creates a 5' diameter mystic shell <i>Caster Level:</i> 19
□□□□□ Treasure Scent			1 standard	21 hours action	Personal	V, S		Divination splcmp: p.223
<i>Effect:</i> You detect valuable metals and gems.								<i>Target:</i> You <i>Caster Level:</i> 21
□□□□□ Tremor	22	See text	1 standard	1 round/3 levels action	Medium (290 ft.)	V, S, DF	No	Evocation [Earth] splcmp: p.223
<i>Effect:</i> Subjects knocked prone.								<i>Target:</i> 40 ft. radius spread <i>Caster Level:</i> 19
□□□□□ Vigor	22	Will negates (harmless)	1 standard	25 rounds action	Touch	V, S	Yes (harmless)	Conjuration (Healing) cmpdvn: p.186
<i>Effect:</i> As lesser vigor, but 2 hp/round [max 25 rounds].								<i>Target:</i> Living creature touched <i>Caster Level:</i> 19
□□□□□ Vine Mine	22	See text	1 standard	190 minutes action	Medium (290 ft.)	V, S, M	Yes	Conjuration (Creation) splcmp: p.230
<i>Effect:</i> Vines grow rapidly, giving various effects.								<i>Target:</i> 190 ft. radius spread <i>Caster Level:</i> 19
□□□□□ Walk the Mountain's Path	22	Will negates (harmless)	1 standard	19*10 mins action	Touch	V, S, M	Yes (harmless)	Transmutation racstn: p.163
<i>Effect:</i> You infuse the subject with the strength and power of the earth, granting it great ability to climb, jump, and maneuver through mountain pathways.								<i>Target:</i> Creature touched <i>Caster Level:</i> 19
□□□□□ Water Breathing	22	Will negates (harmless)	1 standard	38 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation phb: p.300
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.								<i>Target:</i> Living creatures touched <i>Caster Level:</i> 19
□□□□□ Weather Eye	None		1 hour	Instantaneous	22 mile radius	V, S, M, DF	No	Divination cmpdvn: p.189
<i>Effect:</i> You accurately predict weather up to one week ahead.								<i>Target:</i> 22 mile radius, centered on you <i>Caster Level:</i> 21
□□□□□ Weather Eye	None		1 hour	Instantaneous	1 mile + 21 miles	V, S, M, F	No	Divination splcmp: p.238
<i>Effect:</i> You accurately predict weather up to one week ahead.								<i>Target:</i> 22-mile radius centered on you <i>Caster Level:</i> 21
□□□□□ Wind Wall	22	None; see text	1 standard	19 rounds action	Medium (290 ft.)	V, S, M/DF	Yes	Evocation [Air] phb: p.302
<i>Effect:</i> An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength.								<i>Target:</i> Wall up to 190 ft. long and 95 ft. high [S] <i>Caster Level:</i> 19
□□□□□ Winter's Embrace	22	Fortitude negates	1 standard	19 rounds action	Close (70 ft.)	V, S	Yes	Evocation [Cold] frstbn: p.106
<i>Effect:</i> Winters embrace covers the victim with sheets of ice and lumps of snow.								<i>Target:</i> One creature <i>Caster Level:</i> 19

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk		None	1 standard	190 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	phb: p.196
<i>Effect:</i> Subject treads on air as if solid 0.									<i>Target:</i> Creature [Gargantuan or smaller] touched <i>Caster Level:</i> 19
□□□□□ Antiplant Shell		None	1 standard	190 minutes action	10 ft.	V, S, DF	Yes	Abjuration	phb: p.200
<i>Effect:</i> You create an invisible, mobile barrier that keeps all creatures within it protected from attacks by plant creatures or animated plants.									<i>Target:</i> 10-ft. radius emanation, centered on you <i>Caster Level:</i> 19
□□□□□ Arc of Lightning	23	Reflex half	1 standard	Instantaneous action	Close (70 ft.)	V, S, M/DF	No	Conjuration (Creation) [Electricity]	splcmp: p.15
<i>Effect:</i> Line of electricity arcs between two creatures for 19d6 damage.									<i>Target:</i> A line between two creatures <i>Caster Level:</i> 19
□□□□□ Beget Bogun		None	1 action	Instantaneous	Touch	V, S, M, XP	No	Conjuration (Creation)	motwld: p.82
<i>Effect:</i> Allows you to infuse living magic into a small mannequin that you have created from vegetable matter.									<i>Target:</i> Tiny construct <i>Caster Level:</i> 19
□□□□□ Bite of the Wereboar			1 standard	19 rounds action	Personal	V, S, M		Transmutation	splcmp: p.28
<i>Effect:</i> You gain the Strength and attacks of a wereboar.									<i>Target:</i> You <i>Caster Level:</i> 19

\* =Domain/Specialty Spell

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□□□□□ Blight	23	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	phb: p.206
<i>Effect:</i> You wither one plant or deal 15d6 damage to a plant creature.									
□□□□□ Blight	23	None/Fortitude half	1 action	Instantaneous	See Text	V, S, DF	Yes	Necromancy	motwld: p.84
<i>Effect:</i> Kills normal plants in 100' spread and deals 1d6/lv to plant creatures									
□□□□□ Boreal Wind	23	Fortitude negates	1 standard action	20/2 rounds	Long (1160 ft.)	V, S, DF	Yes	Evocation [Cold]	frstbn: p.89
<i>Effect:</i> You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. All creatures caught in the area take 15d4 damage, and are pushed 19*3 ft. away from the caster.									
□□□□□ Bottle of Smoke		None	10 minutes	19 hours	Touch	V, S, F	No	Conjuration (Creation)	cmpdvn: p.155
<i>Effect:</i> Uncorking bottle creates fast horse made of smoke.									
□□□□□ Camouflage (Mass)		None	1 action	190 minutes	Medium (290 ft.)	V, S	No	Transmutation	magfae: p.106
<i>Effect:</i> As camouflage, except effect is mobile with the group.									
□□□□□ Chain of Eyes	23	Will negates	1 standard action	21 hours	Touch	V, S	Yes	Divination	cmpdvn: p.158
<i>Effect:</i> You send magical sensor to infiltrate an area.									
□□□□□ Chain of Eyes	23	Will negates	1 standard action	21 hours	Touch	V, S	Yes	Divination	splcmp: p.45
<i>Effect:</i> See through other creatures' eyes.									
□□□□□ Command Plants	23	Will negates	1 standard action	19 days	Close (70 ft.)	V	Yes	Transmutation	phb: p.211
<i>Effect:</i> Allows you some degree of control over one or more plant creatures.									
□□□□□ Conjure Ice Beast IV		None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.									
□□□□□ Contagious Touch	23	Fortitude negates	1 standard action	19 rounds	Touch	V, S	Yes	Necromancy	splcmp: p.52
<i>Effect:</i> You infect one creature/round with chosen disease.									
□□□□□ Contingent Energy Resistance			1 minute	19 hours [D]	Personal	V, S, M		Abjuration	draco: p.109
<i>Effect:</i> This spell functions similarly to contingency, but with a more limited scope. While contingent energy resistance is in effect, if you are dealt damage associated with one of the five types of energy [acid, cold, electricity, fire, or sonic], the spell automatically grants you resistance 10 against that type of energy for the remainder of the spell's duration [just as if you were under the effect of a resist energy spell of the appropriate type]. Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one contingent energy resistance in effect on yourself at the same time-if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires. The energy resistance granted by this spell does not stack with similar benefits against the same energy type [such as from the resist energy spell]. However, it is possible to be simultaneously under the effect of resist energy [fire] and contingent energy resistance [electricity], or any other two such spells that protect against different types of energy.									
□□□□□ Control Water	23	None; see text	1 standard action	190 minutes	Long (1160 ft.)	V, S, M/DF	No	Transmutation [Water]	phb: p.214
<i>Effect:</i> Raises or lowers water.									
□□□□□ Cure Serious Wounds	23	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 3d8+15 damage									
□□□□□ Dispel Magic		None	1 standard action	Instantaneous	Medium (290 ft.)	V, S	No	Abjuration	draco: p.107-108
<i>Effect:</i> Cancels magical spells and effects.									
□□□□□ Energy Vortex	23	Reflex half	1 standard action	Instantaneous	20 ft.	V, S	Yes	Evocation [Acid, Cold, Fire, Electricity, Sonic]	cmpdvn: p.164
<i>Effect:</i> Burst of energy centered on you damages nearby creatures.									
□□□□□ Enhance Wild Shape			1 minute	19 hours	Personal	V, S		Transmutation	splcmp: p.82
<i>Effect:</i> Your wild shape ability gains a bonus.									
□□□□□ Essence of the Raptor			1 standard action	190 minutes [D]	Personal	V, S		Transmutation	splcmp: p.84
<i>Effect:</i> Base speed becomes 60 feet, gain skill bonuses and scent.									
□□□□□ Eye of the Hurricane	23	Fortitude negates; see text	1 standard action	19 rounds	40 ft.	V, S	Yes	Abjuration [Air]	splcmp: p.86
<i>Effect:</i> Storm pushes creatures, calm at center.									
□□□□□ Feathers		None	1 action	19 hours	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	motwld: p.88
<i>Effect:</i> Functions like polymorph other, except that you polymorph each subject into a feathered animal of Small size or smaller									
□□□□□ Flame Strike	23	Reflex half	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A flame strike produces a vertical column of divine fire roaring downward. The spell deals 15d6 points of damage.									
□□□□□ Forestfold			1 standard action	190 minutes [D]	Personal	V, S		Transmutation	cmpadv: 149
<i>Effect:</i> Gain +20 competence bonus on Hide and Move Silently checks in one type of terrain.									
□□□□□ Freedom of Movement	23	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	draco: p.107-108
<i>Effect:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.									
□□□□□ Freeze Armor	23	Fortitude partial; see text	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation [Cold]	frstbn: p.94
<i>Effect:</i> Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armors wearers.									
□□□□□ Frostfell Slide		None	1 standard action	19 hours or until expended; see text	Personal	V, S, DF, Frostfell	No	Conjuration (Teleportation) [Cold]	frstbn: p.96
<i>Effect:</i> You gain the ability to instantly teleport from one area of slush, snow, or ice to any other area of slush, snow, or ice up to the distance indicated on the table below. Transport distance is based upon the substance touched at the point of departure, not at the point of arrival.									
□□□□□ Giant Vermin		None	1 standard action	19 minutes	Close (70 ft.)	V, S, DF	Yes	Transmutation	phb: p.235
<i>Effect:</i> You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted [so a single casting cannot affect both a centipede and a spider], and all must be grown to the same size.									
□□□□□ Greater Blindsight	23	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.32
<i>Effect:</i> Subject gains blindsight 60 ft. for 19 minutes.									
□□□□□ Greater Creeping Cold	23	Fortitude half	1 standard action	5 rounds	Close (70 ft.)	V, S, F	Yes	Transmutation [Cold]	splcmp: p.56
<i>Effect:</i> As creeping cold, but longer duration and more damage.									

\* =Domain/Specialty Spell

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□□□□ Greater Resistance	23	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M/DF	Yes (harmless)	Abjuration	splcmp: p.174
<i>Effect:</i> Subject gains +3 on saving throws.									
□□□□ Greater Wings of Air	23	None (harmless)	1 standard action	19 minutes	Touch	V	No (harmless)	Transmutation	splcmp: p.240
<i>Effect:</i> Subject's flight maneuverability improves by two steps.									
□□□□ Hibernial Healing	23	Fortitude half (harmless)	1 round	Instantaneous	Personal	V, S, Frostfell	Yes (harmless)	Transmutation [Cold]	frstbn: p.97
<i>Effect:</i> You absorb slush, snow, and ice, channeling the cold energy stored within to cure 15*10 points of damage. The spell melts all slush, snow, and ice within 10 feet of the caster.									
□□□□ Icelance	23	See text	1 action	Instantaneous	Medium (290 ft.)	V, S, M	Yes	Transmutation	pgtfae: p.105
<i>Effect:</i> Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.									
□□□□ Ice Storm		None	1 standard action	1 full round	Long (1160 ft.)	V, S, M/DF	Yes	Evocation [Cold]	phb: p.243
<i>Effect:</i> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.									
□□□□ Improved Blindsight	23	Will negates (harmless)	1 action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	svgspe: p.67
<i>Effect:</i> Subject gains blindsight 30 ft. for 19 minutes									
□□□□ Jaws of the Wolf		None	1 standard action	19 rounds [D]	Close (70 ft.)	V, S, F	No	Transmutation	splcmp: p.127
<i>Effect:</i> One carving/2 levels turns into a worg.									
□□□□ Land Womb	23	Will negates	1 standard action	190 minutes [D]	Touch	V, S	Yes	Abjuration	splcmp: p.130
<i>Effect:</i> You and 19 creatures hide within the earth.									
□□□□ Land Womb	23	Will negates	1 action	190 minutes	Touch	V, S	Yes	Abjuration	magfae: p.104
<i>Effect:</i> You descend into a protective bubble in the earth below where you are standing									
□□□□ Languor	23	Will negates	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	cmpdvn: p.167
<i>Effect:</i> Ray slows target and diminishes its Strength.									
□□□□ Languor	23	Will partial	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p.130
<i>Effect:</i> Ray slows subject and diminishes its Strength.									
□□□□ Languor	23	Will negates	1 action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	motwld: p.89
<i>Effect:</i> Causes creatures it hits to become weak and slow.									
□□□□ Last Breath	23	None; see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Necromancy	cmpdvn: p.167
<i>Effect:</i> You can return a dead creature to 0 hit points, provided it died within the last round.									
□□□□ Lay of the Land			3 rounds	Instantaneous	Personal	V, S, F/DF		Divination	splcmp: p.131
<i>Effect:</i> You gain an overview of the geography around you.									
□□□□ Mass Burrow	23	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p.41
<i>Effect:</i> As burrow, but affects 1/level subjects.									
□□□□ Mass Calm	23	Will negates	1 action	19 minutes	Close (70 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-affecting]	motwld: p.91
<i>Effect:</i> This spell soothes and quiets the subjects, rendering them docile and harmless									
□□□□ Mass Camouflage			1 standard action	190 minutes	Medium (290 ft.)	V, S		Transmutation	cmpdvn: p.157
<i>Effect:</i> Grants +10 bonus on Hide checks.									
□□□□ Mass Surefooted Stride		None	1 standard action	19 minutes	Close (70 ft.)	V, S	No	Transmutation	splcmp: p.216
<i>Effect:</i> As surefooted stride but multiple subjects.									
□□□□ Mass Swim		None	1 round	190 minutes [D]	Medium (290 ft.)	V, S, M	Yes (harmless)	Transmutation [Water]	splcmp: p.217
<i>Effect:</i> As swim, but 19 creatures.									
□□□□ Miasma	23	See text	1 action	95 rounds	Medium (290 ft.)	V, S, DF	Yes	Evocation	motwld: p.91
<i>Effect:</i> By filling the subject's mouth and throat with unbreathable gas, you prevent him or her from doing much more than coughing and spitting									
□□□□ Miasma of Entropy	23	Fortitude half or Will negates (object); see text	1 standard action	Instantaneous	30 ft.	V, S	Yes (object)	Necromancy	splcmp: p.141
<i>Effect:</i> Rot all natural materials in 30 ft. cone-shaped burst.									
□□□□ Moon Bolt	23	Fortitude half (living target) or Will negates (undead target)	1 standard action	Instantaneous	Long (1160 ft.)	V, S	Yes	Evocation	splcmp: p.143
<i>Effect:</i> 6d4 Strength damage; undead made helpless.									
□□□□ Murderous Mist	23	Reflex half; see text	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Evocation	cmpdvn: p.169
<i>Effect:</i> Steam deals 2d6 damage, blinds creatures.									
□□□□ Nature's Balance	23	Fortitude negates (harmless)	1 action	190 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.107
<i>Effect:</i> You transfer 4 ability score points to the target for 190 minutes.									
□□□□ Perinarch	23	None (object) and Reflex negates; see text	1 standard action	19 rounds; see text	Close (70 ft.)	V, S, DF	No	Transmutation	splcmp: p.153
<i>Effect:</i> Gain greater control over Limbo's morphic essence.									
□□□□ Planar Tolerance		None	1 immediate action	19 hours	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p.159
<i>Effect:</i> Provides long-term protection against overtly damaging planar traits.									
□□□□ Poison Vines	23	Fortitude negates; see text	1 standard action	190 minutes	Medium (290 ft.)	V, S, M	Yes	Conjuration (Creation)	splcmp: p.160
<i>Effect:</i> Vines grow and poison creatures stuck within them.									
□□□□ Regenerate Serious Wounds	23	Will negates (harmless)	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.93
<i>Effect:</i> Grants fast healing at the rate of 2 hit points per round									

\* =Domain/Specialty Spell



## Druid Spells

□□□□	Reincarnate	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	phb: p.270
<i>Effect:</i> With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subjects soul is free and willing to return.						<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 19		
□□□□	Repel Vermin	23	None or Will negates; see text	1 standard action	190 minutes	10 ft.	V, S, DF	Yes	Abjuration	phb: p.271
<i>Effect:</i> An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.						<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 19		
□□□□	Rushing Waters	23	None; see text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p.178
<i>Effect:</i> Wave makes bull rush attack.						<i>Target:</i> 15 ft. radius spread		<i>Caster Level:</i> 19		
□□□□	Rusting Grasp		None	1 standard action	See text	Touch	V, S, DF	No	Transmutation	phb: p.273
<i>Effect:</i> Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed.						<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature		<i>Caster Level:</i> 19		
□□□□	Scrying	24	Will negates	1 hour	21 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	phb: p.274
<i>Effect:</i> You can see and hear some creature, which may be at any distance.						<i>Target:</i> Magical sensor		<i>Caster Level:</i> 21		
□□□□	Shadowblast	23	Fortitude negates	1 standard action	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation [Light]	splcmp: p.186
<i>Effect:</i> Blast of light stuns and damage natives to the Plane of Shadow.						<i>Target:</i> 20 ft. radius spread		<i>Caster Level:</i> 19		
□□□□	Sheltered Vitality	23	Fortitude negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Spark of Life	23	Will negates	1 standard action	19 rounds	Touch	V, S	Yes	Necromancy	splcmp: p.196
<i>Effect:</i> Undead creature loses most immunities.						<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 19		
□□□□	Spike Stones	23	Reflex partial	1 standard action	19 hours	Medium (290 ft.)	V, S, DF	Yes	Transmutation [Earth]	phb: p.283
<i>Effect:</i> Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spells area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.						<i>Target:</i> 19 20-ft. squares		<i>Caster Level:</i> 19		
□□□□	Starvation	23	Fortitude partial	1 standard action	Instantaneous	Close (70 ft.)	V, S, M	Yes	Transmutation	splcmp: p.206
<i>Effect:</i> Hunger pangs deal 19d6 damage, cause fatigue.						<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□	Stone Metamorphosis		None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	undrdk: p.61
<i>Effect:</i> You can transform one type of rock into another type of rock.						<i>Target:</i> Stone object touched, up to 29 ft.		<i>Caster Level:</i> 19		
□□□□	Sudden Stalagmite	23	Reflex half	1 standard action	Instantaneous	Medium (290 ft.)	V, S	No	Conjuration (Creation) [Earth]	splcmp: p.213
<i>Effect:</i> Impaling stalagmite damage and holds foes.						<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□	Summon Elementite Swarm		None	1 round	Concentration, up to 20 rounds	Close (70 ft.)	V, S	No	Conjuration (Summoning) [see text]	splcmp: p.214
<i>Effect:</i> Summon an elementite swarm to follow your commands.						<i>Target:</i> One summoned elementite swarm		<i>Caster Level:</i> 19		
□□□□	Summon Nature's Ally IV		None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to themore than 30 ft. apart best of its ability. You conjure creatures from the 4th-level list on the Summon Natures Ally table.						<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Superior Magic Fang			1 standard action	19 rounds	Personal	V, S		Transmutation	splcmp: p.136
<i>Effect:</i> Your natural weapons gain +4 enhancement bonus.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Vortex of Teeth		None	1 standard action	19 rounds [D]	Medium (290 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p.232
<i>Effect:</i> 3d8 points of damage due to force per round to all creatures in the area.						<i>Target:</i> Hollow cylinder [40 ft. radius, 20 ft. high, with a 5 ft. radius safe zone at the center]		<i>Caster Level:</i> 19		
□□□□	Wall of Water	23	Reflex negates; see text	1 standard action	190 minutes	Medium (290 ft.)	V, S, M	No	Conjuration (Creation) [Water]	splcmp: p.235
<i>Effect:</i> Creates shapeable transparent wall of water.						<i>Target:</i> A straight wall whose area is up to 19 10 ft. squares [S]		<i>Caster Level:</i> 19		
□□□□	Waterball	23	Reflex half	1 action	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation	motwld: p.96
<i>Effect:</i> A waterball is a spherical burst of water that looks like a blue fireball						<i>Target:</i> 20-ft. radius spread		<i>Caster Level:</i> 19		
□□□□	Wild Runner			1 standard action	190 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p.239
<i>Effect:</i> Change into centaur, gain some abilities.						<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□	Wind at Back	23	Fortitude negates (harmless)	1 standard action	12 hours	Medium (290 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p.239
<i>Effect:</i> Doubles overland speed of subjects for 12 hours.						<i>Target:</i> 19 creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Wood Rot		None	1 standard action	Instantaneous or 19 rounds; see text	Touch	V, S, M	No	Transmutation	splcmp: p.241
<i>Effect:</i> Destroy wooden items or deal 3d6+15 damage to plant creatures.						<i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature		<i>Caster Level:</i> 19		

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□	Animal Growth	24	Fortitude negates	1 standard action	19 minutes	Medium (290 ft.)	V, S	Yes	Transmutation	phb: p.198
<i>Effect:</i> A number of animals grow to double their size and eight times their weight.						<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□	Anticold Sphere		None	1 standard action	190 minutes [D]	10 ft.	V, S	Yes	Abjuration [Cold]	splcmp: p.13
<i>Effect:</i> Sphere hedges out cold creatures and protects you from cold.						<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 19		
□□□□	Atonement		None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	phb: p.201
<i>Effect:</i> Removes burden of evil acts or misdeeds from subject.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 19		
□□□□	Awaken	24	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	phb: p.202
<i>Effect:</i> You awaken a tree or animal to humanlike sentience.						<i>Target:</i> Animal or tree touched		<i>Caster Level:</i> 19		
□□□□	Baleful Polymorph	24	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 ft.)	V, S	Yes	Transmutation	phb: p.202
<i>Effect:</i> You change the subject into a Small or smaller animal of nor more than 1 HD..						<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□	Big Sky	24	Will negates	1 action	19 rounds	30 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear,	motwld: p.83

\* =Domain/Specialty Spell

# Druid Spells

<i>Effect:</i> Creates the sensation that the sky is filled with invisible nature spirits and sussurating voices.										<i>Target:</i> You and all allies and enemies within 30-ft. radius emanation	Mind-affecting] Caster Level: 19
□□□□□ Binding Winds	24	Reflex negates	1 standard action	Concentration	Medium (290 ft.)	V, S	Yes	Evocation	cmpdvn: p.153		
<i>Effect:</i> Air prevents target from moving, hinders ranged attacks.										<i>Target:</i> One creature	Caster Level: 19
□□□□□ Binding Winds	24	Reflex negates	1 action	Concentration	Medium (290 ft.)	V, S	Yes	Evocation	magfae: p.80		
<i>Effect:</i> You create a flurry of air to encircle and hold your target										<i>Target:</i> One creature	Caster Level: 19
□□□□□ Bite of the Weretiger			1 standard action	19 rounds	Personal	V, S, M		Transmutation	splcmp: p.28		
<i>Effect:</i> You gain the Strength and attacks of a weretiger.										<i>Target:</i> You	Caster Level: 19
□□□□□ Blizzard	24	Fortitude partial	1 round	19 rounds	Long (1160 ft.)	V, S	No	Transmutation [Cold]	frstbn: p.89		
<i>Effect:</i> The temperature drops to below freezing and a powerful blizzard erupts in the area										<i>Target:</i> 19*100 ft radius spread	Caster Level: 19
□□□□□ Call Avalanche	24	Reflex half; see text	1 round	Instantaneous	Long (1160 ft.)	V, S	No	Evocation [Cold]	frstbn: p.90		
<i>Effect:</i> An avalanche of ice and snow falls out of the sky, dealing 8d6 points of crushing damage and potentially burying Large or smaller creatures within the area.										<i>Target:</i> 19*10 ft. radius spread	Caster Level: 19
□□□□□ Call Lightning Storm	24	Reflex half	1 round	19 minutes	Long (1160 ft.)	V, S	Yes	Evocation [Electricity]	phb: p.207		
<i>Effect:</i> As call lightning, but 5d6 damage per bolt.										<i>Target:</i> One or more 30-ft.-long vertical lines of lightning	Caster Level: 19
□□□□□ Cloak of the Sea	24	Will negates (harmless)	1 standard action	19 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	cmpadv: 144		
<i>Effect:</i> Gain blur, freedom of movement, and while in water.										<i>Target:</i> Creature touched	Caster Level: 19
□□□□□ Cloak of the Sea	24	Will negates (harmless)	1 action	19 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	motwld: p.85		
<i>Effect:</i> The subject retains his or her form, but appears to be composed of water.										<i>Target:</i> Creature touched that is in contact with water	Caster Level: 19
□□□□□ Cold Snap		None	1 minute	2d4 hours	1 mile	V, S	No	Transmutation [Cold]	splcmp: p.50		
<i>Effect:</i> You lower temperature in area.										<i>Target:</i> 1-mileradius circle centered on you	Caster Level: 19
□□□□□ Commune with Earth		None	10 minutes	Instantaneous	Personal	V, S	No	Divination	racfae: p.189		
<i>Effect:</i> Learn about the ground, minerals, bodies of water, etc.										<i>Target:</i> You	Caster Level: 21
□□□□□ Commune with Nature		None	10 minutes	Instantaneous	Personal	V, S	No	Divination	phb: p.211		
<i>Effect:</i> You become one with nature, attaining knowledge about the surrounding territory [21 miles].										<i>Target:</i> You	Caster Level: 21
□□□□□ Conjure Ice Beast V		None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91		
<i>Effect:</i> This spell creates a creature constructed from magical ice.										<i>Target:</i> One conjured ice creature	Caster Level: 19
□□□□□ Control Winds	24	Fortitude negates	1 standard action	190 minutes	40 ft./level	V, S	No	Transmutation [Air]	phb: p.214		
<i>Effect:</i> You alter wind force in the area surrounding you.										<i>Target:</i> 760 ft radius cylinder 40 ft. high	Caster Level: 19
□□□□□ Cure Critical Wounds	24	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215		
<i>Effect:</i> You channel positive energy through your hand that cures 4d8+19 damage.										<i>Target:</i> Creature touched	Caster Level: 19
□□□□□ Dance of the Unicorn			1 standard action	19 minutes [D]	Personal	V, S		Abjuration	cmpdvn: p.161		
<i>Effect:</i> You surround yourself with a purifying, swirling mist that washes the air clean of smoke dust, and poisons.										<i>Target:</i> You	Caster Level: 19
□□□□□ Dance of the Unicorn		None	1 standard action	19 minutes [D]	5 ft./level	V, S	No	Abjuration	splcmp: p.58		
<i>Effect:</i> Purifying mist washes the air clean of smoke, dust, and poisons.										<i>Target:</i> 95 ft. radius emanation centered on you	Caster Level: 19
□□□□□ Death Ward	24	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217		
<i>Effect:</i> Grants immunity to death spells/effects and negative energy effects.										<i>Target:</i> Living creature touched	Caster Level: 19
□□□□□ Dire Hunger	24	Fortitude negates	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p.65		
<i>Effect:</i> Subject grows fangs, attacks creatures near it.										<i>Target:</i> One living creature	Caster Level: 19
□□□□□ Druid Grove		None	At least 10 min	10 19 days until discharged	Close (70 ft.)	V, S	No	Transmutation	motwld: p.87		
<i>Effect:</i> By casting druid grove, you reshape a living tree so that it can contain a spell										<i>Target:</i> One or more trees	Caster Level: 19
□□□□□ Echo Skull		None	1 standard action	21 hours [D]	Touch	V, S, F	Yes (object)	Divination	splcmp: p.77		
<i>Effect:</i> See, hear, and speak through a prepared animal skull for 21 hours.										<i>Target:</i> Animal skull touched	Caster Level: 21
□□□□□ Greater Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	splcmp: p.208		
<i>Effect:</i> Sculpts 200 cu. ft. of stone into any shape.										<i>Target:</i> Stone or stone objects touched, up to 200 cu. ft.	Caster Level: 19
□□□□□ Greater Vigor	24	Will negates (harmless)	1 standard action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	cmpdvn: p.186		
<i>Effect:</i> As lesser vigor, but 4 hp/round [max 35 rounds]										<i>Target:</i> Living creature touched	Caster Level: 19
□□□□□ Hallow	24	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	phb: p.238		
<i>Effect:</i> Hallow makes a particular site, building, or structure a holy site.										<i>Target:</i> 40-ft. radius emanating from the touched point	Caster Level: 19
□□□□□ Heal Animal Companion	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p.110		
<i>Effect:</i> As heal on your animal companion.										<i>Target:</i> Your animal companion touched	Caster Level: 19
□□□□□ Hibernate	24	Will negates	1 standard action	19 weeks [D]	Touch	V, S, DF	Yes	Necromancy	frstbn: p.97		
<i>Effect:</i> You put a creature into a state of suspended animation, slowing its life functions to almost imperceptible levels and allowing a creature to survive for weeks without food or water.										<i>Target:</i> One living creature	Caster Level: 19
□□□□□ Ice Flowers	24	Reflex half	1 standard action	Instantaneous	Long (1160 ft.)	V, S	No	Transmutation [Cold]	splcmp: p.119		
<i>Effect:</i> Ice and earth deal 19d6 damage.										<i>Target:</i> 20 ft. radius burst	Caster Level: 19
□□□□□ Ice Shield	24	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M, Coldfire	Yes (harmless)	Abjuration	frstbn: p.99		
<i>Effect:</i> The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 15/. The spell prevents a total of 15*10 points of damage. While protected by the spell, the creature also has vulnerability to fire and takes half again as much [+50%] damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure. The duration increases to 19*10 minutes when in a frostfell environment.										<i>Target:</i> Creature touched	Caster Level: 19
□□□□□ Inferno	24	Fortitude negates	1 action	19 rounds	Close (70 ft.)	V, S, M	Yes	Transmutation [Fire]	pgtfae: p.105		
<i>Effect:</i> Creature bursts into flames and takes 6d6 fire damage per round.										<i>Target:</i> One creature	Caster Level: 19

\* =Domain/Specialty Spell

# Druid Spells

□□□□□	Insect Plague	None	1 round	19 minutes	Long (1160 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.244
<i>Effect:</i> You summon a number of swarms of locusts – 6. The swarms must be summoned so that each one is adjacent to at least one other swarm adjacent to at least one other swarm [that is, the swarms must fill one contiguous area].					<i>Target:</i> 6 swarms of locust, each of which must be adjacent to at least one other swarm				
□□□□□	Jungle's Rapture	24 Will negates	1 standard action	Permanent [D]	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p.128
<i>Effect:</i> Curse causes 1d6 Dexterity drain.					<i>Target:</i> One living nonplant creature				
□□□□□	Kiss of Death	24 Fortitude negates	1 action	19 rounds	Personal	V, S, DF	Yes	Necromancy	motwld: p.89
<i>Effect:</i> Your teeth and tongue become coated with a fast-acting, virulent poison.					<i>Target:</i> You				
□□□□□	Mantle of the Icy Soul	24 Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M, XP	Yes (harmless)	Transmutation	frstbn: p.101
<i>Effect:</i> Mantle of the icy soul permanently adds the cold subtype to the targeted creature.					<i>Target:</i> Creature touched				
□□□□□	Mass Contagion	24 Fortitude negates	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Necromancy	racfae: p.190
<i>Effect:</i> Infects subjects with chosen disease.					<i>Target:</i> One or more creatures, no two of whom can be more than 30 ft. apart				
□□□□□	Mass Trance	24 Will negates	1 action	Concentration	Close (70 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-affecting]	motwld: p.91
<i>Effect:</i> Your swaying motions and music [or singing, or chanting] compel the subjects to do nothing but watch you.					<i>Target:</i> Animals, beasts or magical beasts with Int of 1 or 2, no two of which may be more than 30 ft apart				
□□□□□	Memory Rot	24 Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation	splcmp: p.140
<i>Effect:</i> Spores deal 1d6 Int damage to subject, plus 1 Int drain/round.					<i>Target:</i> One living creature				
□□□□□	Owl's Insight	24 Fortitude negates (harmless)	1 standard action	1 hour	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.152
<i>Effect:</i> Subject gains Wis bonus equal to half your level for 1 hour.					<i>Target:</i> Creature touched				
□□□□□	Panacea	24 Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p.152
<i>Effect:</i> Removes most afflictions.					<i>Target:</i> Creature touched				
□□□□□	Pass through Ice	24 Will negates (harmless)	1 standard action	19 rounds [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.103
<i>Effect:</i> The transmuted creature is able to pass through ice or snow as easily as water, but not through stone or frozen mud. The creature moves at a speed of 15 feet and can rise or sink into ice at a rate of 5 feet per round.					<i>Target:</i> Creature touched				
□□□□□	Phantom Stag	24 None; see text	1 standard action	19 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	cmpdvn: p.174
<i>Effect:</i> Magic stag appears for 19 hours.					<i>Target:</i> One quasi-real, staglike creature				
□□□□□	Phantom Stag	24 None; see text	1 standard action	19 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	splcmp: p.157
<i>Effect:</i> Magic stag appears for 19 hours.					<i>Target:</i> One quasi-real, staglike creature				
□□□□□	Plague Carrier	24 Fortitude negates	1 action	See text	Touch	V, S	Yes	Necromancy	racfae: p.190
<i>Effect:</i> Infects subject with chosen disease which has an incubation period where victim is contagious without showing signs.					<i>Target:</i> Living creature touched				
□□□□□	Plant Body		1 standard action	190 minutes	Personal	V, S, DF		Transmutation	splcmp: p.159
<i>Effect:</i> Subject's type changes to plant.					<i>Target:</i> You				
□□□□□	Poison Thorns		1 standard action	19 rounds [D]	Personal	V		Transmutation	cmpdvn: p.175
<i>Effect:</i> You grow thorns that poison your attackers.					<i>Target:</i> You				
□□□□□	Quill Blast	24 Reflex half; see text	1 standard action	Instantaneous	20 ft.	V, S, M	Yes	Conjuration (Creation)	cmpdvn: p.176
<i>Effect:</i> You fling quills in spread, dealing 1d6 damage and imposing penalties.					<i>Target:</i> 20-ft.-radius spread, centered on you				
□□□□□	Regenerate Critical Wounds	24 Will negates (harmless)	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.92
<i>Effect:</i> Grants fast healing at the rate of 4 hit points per round					<i>Target:</i> Living creature touched				
□□□□□	Rejuvenation Cocoon	24 Will negates (harmless)	1 standard action	2 rounds	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	cmpdvn: p.177
<i>Effect:</i> Energy cocoon shields creature, then heals it.					<i>Target:</i> Willing creature touched				
□□□□□	Rushing Waters	None	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	No	Conjuration (Summoning) [Water]	undrdk: p.61
<i>Effect:</i> Colossal wave of cold water attempts to bull rush each creature within range.					<i>Target:</i> 15-ft-radius spread				
□□□□□	Sirine's Grace		1 standard action	19 rounds	Personal	V, S, M		Evocation	splcmp: p.191
<i>Effect:</i> You gain bonuses to Charisma and Dexterity, AC, and Perform checks, and can breathe water.					<i>Target:</i> You				
□□□□□	Spider Plague	24 Special	1 full round	19 minutes	Long (1160 ft.)	V, S, DF	No	Conjuration (Summoning) [see text]	undrdk: p.217
<i>Effect:</i> Spider horde limits vision, inflicts damage, and weak creatures flee.					<i>Target:</i> Cloud of insects 180 ft in diameter				
□□□□□	Spore Cloak	None	1 action	19 minutes	Personal	V, S, M	No	Conjuration (Creation)	racfae: p.191
<i>Effect:</i> You become shrouded in a dense cloud of yellow mold spores.					<i>Target:</i> You				
□□□□□	Stoneskin	24 Will negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	draco: p.107-108
<i>Effect:</i> The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. [It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.] Once the spell has prevented a total of 150 points of damage, it is discharged.					<i>Target:</i> Creature touched				
□□□□□	Summon Nature's Ally V	None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.289
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 5th-level list on the Summon Natures Ally table.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□	Superior Magic Fang		1 standard action	19 rounds	Personal	V, S		Transmutation	draco: p.80
<i>Effect:</i> Superior magic fang gives every natural weapon you possess an enhancement bonus on attack and damage rolls equal to +4.					<i>Target:</i> You				
□□□□□	Superior Resistance	24 Will negates (harmless)	1 action	19 hours	Touch	V, S, M/DF	Yes (harmless)	Abjuration	svgspp: p.71
<i>Effect:</i> Subject gains +6 on saving throws.					<i>Target:</i> Creature touched				
□□□□□	Swamp Stride		1 standard action	19 hours or until expended; see text	Personal	V, S, DF		Conjuration (Teleportation)	splcmp: p.217
<i>Effect:</i> As tree stride, but with bodies of water.					<i>Target:</i> You				
□□□□□	Transmute Mud to Rock	24 See text	1 standard action	Permanent	Medium (290 ft.)	V, S, M/DF	No	Transmutation [Earth]	phb: p.295
<i>Effect:</i> This spell transforms normal mud or quicksand of any depth into soft stone [sandstone or a similar mineral] permanently.					<i>Target:</i> Up to 38 10 ft. cubes [S]				

\* =Domain/Specialty Spell

## Druid Spells

□□□□	Transmute Rock to Mud	24	See text	1 standard action	Permanent; see text	Medium (290 ft.)	V, S, M/DF	No	Transmutation [Earth]	phb: p.295
<i>Effect:</i> This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud.										
□□□□	Tree Stride		None	1 standard action	19 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	phb: p.296
<i>Effect:</i> You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours.										
□□□□	Vine Mine	24	See Text	1 action	190 minutes	Medium (290 ft.)	V, S, F	Yes	Conjuration (Creation)	magfae: p.130
<i>Effect:</i> You create and direct the rapid growth of vines, creating a variety of effects.										
□□□□	Wall of Coldfire		None	1 standard action	Concentration +19 rounds	Medium (290 ft.)	V, S, Coldfire	Yes	Evocation [Cold]	frstbn: p.106
<i>Effect:</i> An immobile, opaque curtain of frosty coldfire springs into existence.										
□□□□	Wall of Dispel Magic		None	1 standard action	19 minutes	Medium (290 ft.)	V, S, DF	No	Abjuration	undrdk: p.63
<i>Effect:</i> Create a transparent, permeable barrier that does dispel magic on any who pass through it.										
□□□□	Wall of Fire		None	1 standard action	Concentration + 19 rounds	Medium (290 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.298
<i>Effect:</i> An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.										
□□□□	Wall of Sand		None	1 action	19 rounds + Concentration	Medium (290 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	pgtfae: p.118
<i>Effect:</i> Swirling sand blocks ranged attacks, slows movement through.										
□□□□	Wall of Thorns		None	1 standard action	190 minutes	Medium (290 ft.)	V, S	No	Conjuration (Creation)	phb: p.300
<i>Effect:</i> creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a humans finger. Any creature forced into or attempting to move through a wall of thorns takes Slashing damage per round of movement equal to 25 minus the creatures AC. Dexterity and dodge bonuses to AC do not count for this calculation.										
□□□□	Wind Tunnel	24	Fortitude negates (harmless)	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p.239
<i>Effect:</i> Ranged weapons gain +5 bonus and double range increment.										

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□	Anger of the Noonday Sun	25	Reflex negates	1 standard action	Instantaneous	10 feet	V, S	Yes	Evocation [Light]	cmprdn: p.150
<i>Effect:</i> Blinds creatures within 10 ft.										
□□□□	Anger of the Noonday Sun	25	Reflex negates; see text	1 standard action	Instantaneous	20 feet	V, S	Yes	Evocation [Light]	splcmp: p.11
<i>Effect:</i> Blinds creatures within 20 ft., damage undead.										
□□□□	Animate Snow		None	1 standard action	19 rounds	Medium (290 ft.)	V, S, M	No	Transmutation [Cold]	frstbn: p.88
<i>Effect:</i> You imbue a mass of fallen snow with mobility and a semblance of life.										
□□□□	Antilife Shell		None	1 round	190 minutes	10 ft.	V, S, DF	Yes	Abjuration	phb: p.199
<i>Effect:</i> You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.										
□□□□	Aspect of the Earth Hunter			1 standard action	190 minutes [D]	Personal	V, S, M, DF		Transmutation	splcmp: p.16
<i>Effect:</i> Change into bulette and gain some of its abilities.										
□□□□	Bite of the Werebear			1 standard action	19 rounds	Personal	V, S, M		Transmutation	splcmp: p.28
<i>Effect:</i> You gain the Strength and attacks of a werebear.										
□□□□	Blood Sirocco	25	Fortitude negates; see text	1 standard action	19 rounds	60 ft.	V, S	Yes	Evocation	splcmp: p.33
<i>Effect:</i> Wind bowls over foes and draws away their blood.										
□□□□	Burrow (Mass)	25	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	undrdk: p.56
<i>Effect:</i> Subject's hands sprout claws to burrow through the earth at speed of 10 ft. Claws deal 1d6 damage.										
□□□□	Cometfall	25	Reflex half	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	No	Conjuration (Creation)	cmprdn: p.159
<i>Effect:</i> Comet falls atop foes, damaging them and knocking them prone.										
□□□□	Conjure Ice Beast VI		None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.										
□□□□	Contagious Touch			1 standard action	19 rounds	Personal	V, S		Necromancy	cmprdn: p.159
<i>Effect:</i> You infect one creature per round with chosen disease.										
□□□□	Contagious Touch	25	Fortitude negates	1 action	19 rounds	Personal	V, S	Yes	Necromancy	motwid: p.86
<i>Effect:</i> Infect one touched creature per round with chosen disease										
□□□□	Crumble	25	Fortitude partial (object)	1 standard action	Instantaneous	Medium (290 ft.)	V, S	Yes (object)	Transmutation	cmprdn: p.160
<i>Effect:</i> You erode building or other structure.										
□□□□	Death Hail	25	Fortitude half	1 round	19 rounds	Medium (290 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.92
<i>Effect:</i> You call into being an intense storm of death hail in the area you designate. Creatures in the area must succeed on a Fortitude save or take 1d2 points of Strength and Constitution damage.										
□□□□	Dinosaur Stampede	25	Reflex half	1 standard action	19 rounds [D]	Medium (290 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p.64
<i>Effect:</i> Spectral dinosaurs deal 1d12+19 damage.										
□□□□	Drown	25	Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Conjuration (Creation) [Water]	splcmp: p.74
<i>Effect:</i> Subject immediately begins to drown.										
□□□□	Drown	25	Fortitude Negates	1 standard action	Instantaneous	Close (70 ft.)	V, S, DF	Yes	Conjuration (Creation) [Water]	undrdk: p.58
<i>Effect:</i> Create water in the lungs of the target, causing it to begin drowning.										

\* =Domain/Specialty Spell

# Druid Spells

□□□□□	<b>Energy Immunity</b>	25	None (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	draco: p.113
<i>Effect:</i> This Abjuration grants a creature complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The spell protects the recipient's equipment as well. Energy immunity absorbs only damage. The recipient could still suffer unfortunate side effects, such as drowning in acid [since drowning results from a lack of oxygen], being deafened by a sonic attack, or becoming encased in ice. The effect of this spell does not stack with similar effects, such as resist energy and protection from energy, that protect against the same energy type. If a character is warded with energy immunity [fire] and is also receiving resistance to fire from one or more of the other spells, the energy immunity makes the other spells irrelevant. However, it is possible to be simultaneously under the effect of energy immunity [fire] and resist energy [electricity], or any other two such spells that protect against different types of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	<b>Entomb</b>	25	Fortitude negates	1 standard Instantaneous and 19 rounds; see text action	Medium (290 ft.)	V, S, M	Yes	Evocation [Cold]	frstbn: p.93
<i>Effect:</i> This spell traps living creatures in a block of ice, suffocating them. The creature takes 2d12 points of cold damage and 1 point of Constitution damage per round from contact with the ice.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart.		<i>Caster Level:</i> 19		
□□□□□	<b>Enveloping Cocoon</b>	25	Reflex negates	1 standard 19 rounds [D] action	Medium (290 ft.)	V, S, M	Yes	Evocation	cmpdvn: p.164
<i>Effect:</i> Entraps target creature and denies save for attached spell.					<i>Target:</i> Cocoon of force around one Large or smaller creature		<i>Caster Level:</i> 19		
□□□□□	<b>Extract Water Elemental</b>	25	Fortitude half	1 standard Instantaneous action	Close (70 ft.)	V, S	Yes	Transmutation [Water]	splcmp: p.86
<i>Effect:</i> Pulls water from victim, forms water elemental.					<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□□	<b>Find the Path</b>	25	None or Will negates (harmless)	3 rounds 210 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	phb: p.230
<i>Effect:</i> The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 21		
□□□□□	<b>Fire Seeds</b>	25	None or Reflex half; see text	1 standard 190 minutes or until used action	Touch	V, S, M	No	Conjuration (Creation) [Fire]	phb: p.230
<i>Effect:</i> Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.					<i>Target:</i> Up to four touched acorns or up to eight touched holly berries		<i>Caster Level:</i> 19		
□□□□□	<b>Fires of Purity</b>	25	Reflex negates (harmless); see text	1 standard 19 rounds action	Touch	V, S, DF	Yes (harmless)	Evocation [Fire]	cmpdvn: p.165
<i>Effect:</i> Target bursts into magical flame, becoming a dangerous weapon.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	<b>Fires of Purity</b>	25	See text	1 standard 19 rounds action	Touch	V, S, DF	Yes (harmless);	Evocation [Fire]	splcmp: p.94
<i>Effect:</i> Subject bursts into magical flame, becoming a dangerous weapon.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□	<b>Freeze</b>	25	Reflex partial; see text	1 standard 9 rounds action	Medium (290 ft.)	V, S, DF	Yes	Conjuration (Creation) [Cold]	splcmp: p.99
<i>Effect:</i> Ray immobilizes subject and deals 6d6 cold damage/round.					<i>Target:</i> Ray		<i>Caster Level:</i> 19		
□□□□□	<b>Gate Seal</b>		None	1 Action Permanent	Close (70 ft.)	V, S, M	No	Abjuration	frcs: p.70
<i>Effect:</i> You permanently seal a gate or portal					<i>Target:</i> One gate or portal		<i>Caster Level:</i> 19		
□□□□□	<b>Greater Call Lightning</b>	25	Reflex half	10 min + 1 190 minutes action per bolt	Long (1160 ft.)	V, S	Yes	Evocation [Electricity]	motwld: p.88
<i>Effect:</i> Similar to call lightning, except that you may call down bolts every 5 minutes					<i>Target:</i> See text		<i>Caster Level:</i> 19		
□□□□□	<b>Greater Dispel Magic</b>		None	1 standard Instantaneous action	Medium (290 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but up to +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst		<i>Caster Level:</i> 19		
□□□□□	<b>Hide the Path</b>		None	10 minutes 24 hours [D]	Anywhere in the area to be warded	V, S, F	No	Abjuration	splcmp: p.114
<i>Effect:</i> Area warded against divinations.					<i>Target:</i> Up to 3800 sq. ft. [S]		<i>Caster Level:</i> 19		
□□□□□	<b>Hungry Gizzard</b>	25	Reflex negates	1 standard 19 rounds [D] action	Medium (290 ft.)	V, S, M	Yes	Conjuration (Creation)	splcmp: p.117
<i>Effect:</i> Gizzard engulfs victim, grapples and deals damage.					<i>Target:</i> One Medium or smaller creature		<i>Caster Level:</i> 19		
□□□□□	<b>Ice Rift</b>	25	See text	1 standard 1 round action	Long (1160 ft.)	V, S, M/DF	No	Evocation [Cold]	frstbn: p.99
<i>Effect:</i> When you cast ice rift, an intense but highly localized tremor rips through the ice. The shock knocks creatures down, collapses structures, opens cracks in the ice, and more.					<i>Target:</i> 40-ft.-radius spread [S]		<i>Caster Level:</i> 19		
□□□□□	<b>Ironwood</b>		None	1 minute/lb. created 19 days	0 ft.	V, S, M	No	Transmutation	phb: p.246
<i>Effect:</i> Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel.					<i>Target:</i> An ironwood object weighing up to 95 lbs		<i>Caster Level:</i> 19		
□□□□□	<b>Liveoak</b>		None	10 minutes 19 days	Touch	V, S	No	Transmutation	phb: p.248
<i>Effect:</i> This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.					<i>Target:</i> Tree touched		<i>Caster Level:</i> 19		
□□□□□	<b>Mandragora</b>	25	Will negates	1 action 19 rounds	15 ft	V, S, M	Yes	Enchantment (Compulsion) [Mind-affecting]	motwld: p.90
<i>Effect:</i> With this spell, you can trigger the insightful and baleful magic of a mandrake root.					<i>Target:</i> Creatures within 15-ft. radius		<i>Caster Level:</i> 19		
□□□□□	<b>Mass Bear's Endurance</b>	25	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> As Bear's Endurance, affects multiple creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□	<b>Mass Bull's Strength</b>	25	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> As Bull's Strength, affects multiple subjects.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□	<b>Mass Cure Light Wounds</b>	25	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (70 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+19 damage for many creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□	<b>Mass Grace, Mass</b>	25	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S, M	Yes	Transmutation	phb: p.208
<i>Effect:</i> As Cat's Grace, affects multiple subjects.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□	<b>Mass Owl's Wisdom</b>	25	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> This spell functions like owl's wisdom, except that it affects multiple creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□	<b>Miasma</b>	25	See text	1 standard 57 rounds action	Close (70 ft.)	V, S, DF	Yes	Evocation	cmpdvn: p.168
<i>Effect:</i> Gas fills creature's mouth, suffocating it.					<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□□	<b>Miasma</b>	25	Fortitude negates; see text	1 standard 57 rounds action	Close (70 ft.)	V, S, DF	Yes	Evocation	splcmp: p.141
<i>Effect:</i> Gas fills creature's mouth, suffocating it.					<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□□	<b>Move Earth</b>		None	See text Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation [Earth]	phb: p.257
<i>Effect:</i> Move earth moves dirt [clay, loam, sand], possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]		<i>Caster Level:</i> 19		

\* =Domain/Specialty Spell



## Druid Spells

□□□□	Move Snow and Ice	None	see text	Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation [Cold, Ice]	frstbn: p.102	
<i>Effect:</i>					<i>Target:</i> Snow or ice in an area up to 750 ft. square and up to 10 ft. deep [S]					
This spell moves snow and ice. The area to be affected determines the casting time. For every 150-foot square [up to 10 feet deep], casting takes 10 minutes.										
□□□□	Phantasmal Disorientation	25	Will negates	1 standard action	190 minutes [D]	Medium (290 ft.)	V, S	Yes	Illusion (Phantasm) [Mind-Affecting] Caster Level: 19	cmpdvn: p.172
<i>Effect:</i>					<i>Target:</i> One living creature					
Fools creature's sense of direction, making movement difficult.										
□□□□	Plant Body	25	Will negates	1 action	190 minutes	Touch	V, S, DF	Yes	Transmutation Caster Level: 19	svgspe: p.69
<i>Effect:</i>					<i>Target:</i> Creature touched					
Subject's type changes to plant.										
□□□□	Protection from All Elements	None		1 action	190 minutes or until discharged	Touch	V, S, DF	Yes	Abjuration Caster Level: 19	motwld: p.92
<i>Effect:</i>					<i>Target:</i> Creature touched					
The subject becomes invulnerable to acid, cold, electricity, fire, and sonic damage.										
□□□□	Regenerate Circle	25	Will negates (harmless)	1 action	19 rounds	20 ft.	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 19	motwld: p.92
<i>Effect:</i>					<i>Target:</i> 9 creatures, no two more than 30 ft apart					
Grants fast healing at the rate of 3 hit points per round										
□□□□	Repel Wood	None		1 standard action	19 minutes	60 ft.	V, S	No	Transmutation Caster Level: 19	phb: p.271
<i>Effect:</i>					<i>Target:</i> 60 ft. line-shaped emanation from you					
Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range.										
□□□□	Snow Wave	25	Fortitude half and Reflex negates; see text	1 round	Instantaneous	30 ft.	V, S	No	Conjuration [Cold] Caster Level: 19	frstbn: p.104
<i>Effect:</i>					<i>Target:</i> Cone-shaped burst					
You create a wave of snow that knocks creatures in its path prone and deals 4d6 points of crushing damage plus 1d6 points of cold damage to targets caught in the cone.										
□□□□	Spellstaff	25	Will negates (object)	10 minutes	Permanent until discharged	Touch	V, S, F	Yes (object)	Transmutation Caster Level: 19	phb: p.282
<i>Effect:</i>					<i>Target:</i> Wooden quarterstaff touched					
You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time.										
□□□□	Stonehold	25	See text	1 standard action	456 hours	Medium (290 ft.)	V, S	Yes (object)	Conjuration (Creation) [Earth] Caster Level: 19	splcmp: p.209
<i>Effect:</i>					<i>Target:</i> 19 10 ft. squares					
Stony arm trap grapples and damage creatures.										
□□□□	Stone Metamorphosis (Greater)	None		1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth] Caster Level: 19	undrdk: p.61
<i>Effect:</i>					<i>Target:</i> Stone or stone objects touched up to 200 ft.					
You can transform one type of rock into another type of rock.										
□□□□	Stone Tell	None		10 minutes	21 minutes	Personal	V, S, DF	No	Divination Caster Level: 21	phb: p.284
<i>Effect:</i>					<i>Target:</i> You					
You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked.										
□□□□	Summon Greater Elemental	None		1 round	Concentration, up to 20 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning) [see text] Caster Level: 19	splcmp: p.214
<i>Effect:</i>					<i>Target:</i> One summoned elemental					
Summon a greater elemental to follow your commands.										
□□□□	Summon Nature's Ally VI	None		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning) Caster Level: 19	phb: p.289
<i>Effect:</i>					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart					
This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 6th-level list on the Summon Nature's Ally table.										
□□□□	Superior Resistance	25	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M/DF	Yes (harmless)	Abjuration Caster Level: 19	splcmp: p.174
<i>Effect:</i>					<i>Target:</i> Creature touched					
Subject gains +6 on saving throws.										
□□□□	Tidal Surge	25	Reflex half	1 standard action	Instantaneous	Medium (290 ft.)	V, S	Yes	Evocation [Water] Caster Level: 19	cmpdvn: p.183
<i>Effect:</i>					<i>Target:</i> One or more creatures in a 20-ft.-radius burst					
Wave of water deals 9d8 damage and bull rushes.										
□□□□	Tortoise Shell	None		1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation Caster Level: 19	cmpdvn: p.184
<i>Effect:</i>					<i>Target:</i> Living creature touched					
Creature gains +8 natural armor.										
□□□□	Transport via Plants	None		1 standard action	1 round	Unlimited	V, S	No	Transmutation Caster Level: 19	phb: p.295
<i>Effect:</i>					<i>Target:</i> You and touched objects or other touched					
You can enter any normal plant [Medium or larger] and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive.										
□□□□	Vigorous Circle	25	Will negates (harmless)	1 standard action	29 rounds	20 ft.	V, S	Yes	Conjuration (Healing) Caster Level: 19	cmpdvn: p.187
<i>Effect:</i>					<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart					
As mass lesser vigor except 3 hp/round [max 40 rounds].										
□□□□	Wall of Stone	25	See text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth] Caster Level: 19	phb: p.299
<i>Effect:</i>					<i>Target:</i> Stone wall whose area is up to 19 5-ft. squares [S]					
This spell creates a wall of rock that merges into adjoining rock surfaces.										

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□	Animate Plants	None	1 standard action	19 rounds or hours; see text	Close (70 ft.)	V	No	Transmutation	phb: p.199	
<i>Effect:</i>					<i>Target:</i> 6 Large plants or all plants within range; see text					
You imbue inanimate plants with mobility and a semblance of life to attack your foes.										
□□□□	Aura of Cold (Greater)	None	1 standard action	19 rounds	10'	V, S, DF	Yes	Transmutation [Cold] Caster Level: 19	frstbn: p.88	
<i>Effect:</i>					<i>Target:</i> 10' radius spherical emanation, centered on you					
You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 2d6 points of cold damage at the start of your round to each creature within 5 feet.										
□□□□	Aura of Vitality	26	Will negates (harmless)	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Transmutation Caster Level: 19	splcmp: p.18
<i>Effect:</i>					<i>Target:</i> 6 creatures, no two of which are more than 30 ft. apart					
Subjects gain +4 to Str, Dex, and Con.										
□□□□	Brilliant Aura	26	Will negates (harmless)	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Transmutation Caster Level: 19	cmpdvn: p.157
<i>Effect:</i>					<i>Target:</i> 9 persons, all of whom must be within 30 ft of each other					
Allies' weapons become brilliant energy, ignoring armor.										
□□□□	Brilliant Blade	26	Will negates (harmless, object)	1 standard action	19 minutes	Close (70 ft.)	V, S	Yes	Transmutation Caster Level: 19	splcmp: p.40
<i>Effect:</i>					<i>Target:</i> One melee or thrown weapon, or fifty projectiles [all of which must be in contact with each other at the time of casting]					
Weapon or projectiles shed light, ignore armor.										
□□□□	Changestaff	None	1 round	19 hours	Touch	V, S, F	No	Transmutation Caster Level: 19	phb: p.208	
<i>Effect:</i>					<i>Target:</i> Your touched staff					
You change a specially prepared staff into a Huge treantlike creature.										
□□□□	Changestones	None	1 full-round action	19 hours [D]	Touch	V, S, F	No	Transmutation Caster Level: 19	undrdk: p.57	
<i>Effect:</i>					<i>Target:</i> Prepared stones touched					
Prepare 4 stones. Speak command to transform stones into stone-born liths.										

\* =Domain/Specialty Spell

## Druid Spells

☐☐☐☐☐ Cloudwalkers	26	Reflex negates (harmless)	1 standard action	19 hours [D]	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	cmpdvn: p.159
<i>Effect:</i> Targets can walk on clouds, flying at high altitudes.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
☐☐☐☐☐ Cloudwalkers	26	Reflex negates (harmless)	1 action	19 hours	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	motwld: p.85
<i>Effect:</i> You create gaseous pads of cloudstuff on the subjects feet, allowing them to walk on the clouds					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft apart		<i>Caster Level:</i> 19		
☐☐☐☐☐ Cloud-walkers	26	Reflex negates (harmless)	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p.49
<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> 19 creatures		<i>Caster Level:</i> 19		
☐☐☐☐☐ Conjure Ice Beast VII	None		1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature		<i>Caster Level:</i> 19		
☐☐☐☐☐ Control Weather	None		10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	phb: p.214
<i>Effect:</i> You change weather in the local area.					<i>Target:</i> 2-mile radius circle, centered on you; see text		<i>Caster Level:</i> 19		
☐☐☐☐☐ Create Crossroads and Backroad	None		1 day	Instantaneous	Touch	V, S, DF, XP	No	Conjuration (Creation)	magfae: p.86
<i>Effect:</i> You form two crossroads and a backroad that links them					<i>Target:</i> 1 Crossroads		<i>Caster Level:</i> 19		
☐☐☐☐☐ Creeping Doom	None		1 round	19 minutes	Close (70 ft.)	V, S	No	Conjuration (Summoning)	phb: p.215
<i>Effect:</i> You call forth up to 9 swarms of centipedes.					<i>Target:</i> 9 swarms of centipedes		<i>Caster Level:</i> 19		
☐☐☐☐☐ Fire Storm	26	Reflex half	1 round	Instantaneous	Medium (290 ft.)	V, S	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 19d6 points of fire damage.					<i>Target:</i> 38 10-ft. cubes [S]		<i>Caster Level:</i> 19		
☐☐☐☐☐ Greater Creeping Cold	26	Fortitude half	1 standard action	See text	Close (70 ft.)	V, S, F	Yes	Transmutation [Cold]	cmpdvn: p.160
<i>Effect:</i> Creature feels chill that increases with each round.					<i>Target:</i> One creature		<i>Caster Level:</i> 19		
☐☐☐☐☐ Greater Creeping Cold	26	Fortitude half	1 action	See text	Close (70 ft.)	V, S, F	Yes	Transmutation [Cold]	motwld: p.89
<i>Effect:</i> This spell is the same as creeping cold, but it adds a fourth round to the duration, during which it deals 4d6 points of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 19		
☐☐☐☐☐ Greater Scrying	27	Will negates	1 standard action	21 hours	See text	V, S	Yes	Divination (Scrying)	phb: p.275
<i>Effect:</i> As scrying, but faster and longer. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 21		
☐☐☐☐☐ Heal	26	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.239
<i>Effect:</i> Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 150 hit points of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
☐☐☐☐☐ Mass Cure Moderate Wounds	26	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 2d8+19 damage for many creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
☐☐☐☐☐ Master Earth			1 standard action	Instantaneous	Personal	V, S, F		Transmutation	splcmp: p.139
<i>Effect:</i> Travel through the earth to any location.					<i>Target:</i> You		<i>Caster Level:</i> 19		
☐☐☐☐☐ Poison Vines	26	Fortitude negates; see text	1 standard action	19 minutes	Long (1160 ft.)	V, S, DF	Yes	Conjuration (Creation)	cmpdvn: p.175
<i>Effect:</i> Vines grow and poison creatures stuck within them.					<i>Target:</i> Plants in a 40-ft. radius spread		<i>Caster Level:</i> 19		
☐☐☐☐☐ Raise Ice Forest	None		1 round	Permanent	Long (1160 ft.)	V, S, DF, Frostfell	No	Conjuration (Creation) [Cold]	frstbn: p.103
<i>Effect:</i> Immediately after casting this spell, ice trees erupt from frostfell regions within the spells area.					<i>Target:</i> 19*20 ft. square of snow		<i>Caster Level:</i> 19		
☐☐☐☐☐ Shifting Paths	26	Will disbelief (if interacted with)	10 minutes	19 hours	Medium (290 ft.)	V, S	Yes	Illusion (Glamour)	splcmp: p.188
<i>Effect:</i> Illusion hides path, creates false new path.					<i>Target:</i> 20 mile radius		<i>Caster Level:</i> 19		
☐☐☐☐☐ Slime Wave	26	Reflex negates	1 standard action	19 rounds	Close (70 ft.)	V, S, M	No	Conjuration (Summoning)	cmpdvn: p.180
<i>Effect:</i> Creates a 15-ft. spread of green slime.					<i>Target:</i> 15-ft.-radius spread		<i>Caster Level:</i> 19		
☐☐☐☐☐ Spider Shapes	None		1 action	19 hours [D]	Close (70 ft.)	V, S, DF	Yes (Harmless)	Transmutation	undrdk: p.173
<i>Effect:</i> 19 allies polymorph into spiders.					<i>Target:</i> 19 willing creatures, all within 30 ft. of each other		<i>Caster Level:</i> 19		
☐☐☐☐☐ Storm of Elemental Fury	26	See text	1 round	4 rounds	Long (1160 ft.)	V, S	Yes	Conjuration (Summoning)	splcmp: p.209
<i>Effect:</i> Magic cloud creates windstorm, then hail of stones, then rainstorm, then flame.					<i>Target:</i> 40 ft. radius storm cloud, 200 ft. above the ground		<i>Caster Level:</i> 19		
☐☐☐☐☐ Storm Tower	None		1 full round	19 rounds [D]	Long (1160 ft.)	V, S	Yes	Abjuration	cmpdvn: p.182
<i>Effect:</i> Swirling clouds absorb electricity and magic					<i>Target:</i> 100-ft. tall, 20-ft.-radius spread		<i>Caster Level:</i> 19		
☐☐☐☐☐ Summon Nature's Ally VII	None		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.289
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 7th-level list on the Summon Natures Ally table.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
☐☐☐☐☐ Sunbeam	26	Reflex negates and Reflex half; see text	1 standard action	19 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]	draco: p.107-108
<i>Effect:</i> For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth 6 beams.					<i>Target:</i> Line from your hand		<i>Caster Level:</i> 19		
☐☐☐☐☐ Swamp Lung	26	Fortitude negates	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	No	Conjuration (Creation)	splcmp: p.216
<i>Effect:</i> Water in lungs makes subject helpless, diseased.					<i>Target:</i> One living creature with a respiratory system		<i>Caster Level:</i> 19		
☐☐☐☐☐ Transmute Metal to Wood	None		1 standard action	Instantaneous	Long (1160 ft.)	V, S, DF	Yes (object; see text)	Transmutation	phb: p.294
<i>Effect:</i> This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well.					<i>Target:</i> All metal objects within a 40-ft. radius burst		<i>Caster Level:</i> 19		
☐☐☐☐☐ True Seeing	26	Will negates (harmless)	1 standard action	21 minutes	Touch	V, S, M	Yes (harmless)	Divination	draco: p.107-108
<i>Effect:</i> You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 21		
☐☐☐☐☐ Waterspout	26	Reflex negates	1 full round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation)	cmpdvn: p.187
<i>Effect:</i> Waterspout causes water to rise up into a whirling, cylindrical column.					<i>Target:</i> A cylinder 10 ft. wide and 80 ft. tall		<i>Caster Level:</i> 19		

\* =Domain/Specialty Spell

## Druid Spells

□□□□ Waterspout	26	Reflex negates	1 round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p.236
<i>Effect:</i> Waterspout you control picks up and damage foes.					<i>Target:</i> Cylinder [5 ft. radius, 80 ft. high]			<i>Caster Level:</i> 19	
□□□□ Whiteout	26	None (see text)	1 standard action	19 hours	Long (1160 ft.)	V, S	No	Conjuration (Creation) [Cold]	frstbn: p.106
<i>Effect:</i> A swirling snow and a strong wind arise around you or a creature you designate, and follows you or the creature from that point on.					<i>Target:</i> Cloud centered on target spreads 120 ft. and is 20 ft. high			<i>Caster Level:</i> 19	
□□□□ Wind Walk	26	No and Will negates (harmless)	1 standard action	19 hours; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	phb: p.302
<i>Effect:</i> You alter the substance of your body to a cloudlike vapor [as the gaseous form spell] and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.					<i>Target:</i> You and 6 touched creatures			<i>Caster Level:</i> 19	
□□□□ Word of Balance	26	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	splcmp: p.242
<i>Effect:</i> Kills, paralyzes, weakens, or nauseates nonneutral creatures.					<i>Target:</i> Creatures in a 30 ft. radius spread centered on you			<i>Caster Level:</i> 19	

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animal Shapes	27	None; see text	1 standard action	19 hours	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	phb: p.198
<i>Effect:</i> 19 allies polymorph into an animal of your choice.					<i>Target:</i> Up to 19 willing creatures, all within 30 ft. of each other			<i>Caster Level:</i> 19	
□□□□ Bombardment	27	Reflex half (see text)	1 action	Instantaneous	Long (1160 ft.)	V, S, F	Yes	Conjuration (Creation)	pgtfae: p.100
<i>Effect:</i> Falling rocks deal 19d8 damage and bury targets.					<i>Target:</i> 15-ft.-radius burst			<i>Caster Level:</i> 19	
□□□□ Brilliant Aura	27	Will negates (harmless)	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p.39
<i>Effect:</i> Allies' weapons become brilliant energy, ignoring armor.					<i>Target:</i> Weapons carried by 9 creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Cocoon	27	Fortitude negates	1 round	Instantaneous	Close (70 ft.)	V, S, M, XP	Yes	Conjuration (Creation)	splcmp: p.49
<i>Effect:</i> Preserves a corpse and reincarnates with no loss of level.					<i>Target:</i> One corpse			<i>Caster Level:</i> 19	
□□□□ Conjure Ice Beast VIII	None		1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature			<i>Caster Level:</i> 19	
□□□□ Control Plants	27	Will negates	1 standard action	19 minutes	Close (70 ft.)	V, S, DF	No	Transmutation	phb: p.213
<i>Effect:</i> Allows you to control the actions of one or more plant creatures for a short period of time.					<i>Target:</i> 38 HD of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Deadfall	27	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (1160 ft.)	V, S	No	Conjuration (Creation)	splcmp: p.59
<i>Effect:</i> Falling wood causes damage and knocks foes prone.					<i>Target:</i> Mass of dead wood forming in a cylinder [20 ft. radius, 40 ft. high]; see text			<i>Caster Level:</i> 19	
□□□□ Earth Glide	27	Will negates (harmless)	1 standard action	19 mins	Touch	V, S, DF	Yes (harmless)	Transmutation	racstn: p.162
<i>Effect:</i> You give the subject the ability to glide through earth and stone as easily as an earth elemental does.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 19	
□□□□ Earthquake	27	See text	1 standard action	1 round	Long (1160 ft.)	V, S, DF	No	Evocation [Earth]	phb: p.225
<i>Effect:</i> An intense but highly localized tremor rips the ground.					<i>Target:</i> 80-ft. radius spread [S]			<i>Caster Level:</i> 19	
□□□□ Fimbulwinter	None		10 minutes	4d12 weeks (see text)	19 miles	V, S, XP	No	Transmutation [Cold]	frstbn: p.93
<i>Effect:</i> You change the weather to a state of permanent winter, or strengthen winter conditions already present.					<i>Target:</i> 19 mile radius, centered on you			<i>Caster Level:</i> 19	
□□□□ Finger of Death	27	Fortitude partial	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Necromancy [Death]	phb: p.230
<i>Effect:</i> You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6+19 point of damage. The subject might die from damage even if it succeeds on its saving throw.					<i>Target:</i> One living creature			<i>Caster Level:</i> 19	
□□□□ Frostfell	27	Fortitude partial; see text	1 round	19 hours	Medium (290 ft.)	V, S, M, DF	See text	Transmutation [Cold]	frstbn: p.95
<i>Effect:</i> The area you designate becomes a frigid and icy environment, immediately dropping the temperature by 3 temperature bands. If the new temperature is below the cold band, all water is turned to ice and all earth and stone becomes everfrost to a depth of 19'10 feet. Air within the area freezes, resulting in a heavy snowstorm lasting for the duration of the spell. Snow accumulates only if the ground temperature is below the moderate band. Living creatures caught within the area when the spell is cast instantly turn to ice [as per the flesh to ice spell]. If a creature successfully saves, frostfell deals 19d6 points of frostburn damage.					<i>Target:</i> 19 20 ft. cubes			<i>Caster Level:</i> 19	
□□□□ Glacier	None		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.96
<i>Effect:</i> When you cast this spell, you bring into existence 20-foot cubes of animated glacial ice which need not appear adjacent to one another, but must be placed on a horizontal surface.					<i>Target:</i> 19/2 20 ft. cubes			<i>Caster Level:</i> 19	
□□□□ Maelstrom	27	Reflex negates (and see text)	1 full round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation)	cmpdvn: p.168
<i>Effect:</i> Causes a deadly vortex to form in water.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep			<i>Caster Level:</i> 19	
□□□□ Maelstrom	27	Reflex negates; see text	1 round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p.135
<i>Effect:</i> Water vortex traps and damage creatures and objects.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep			<i>Caster Level:</i> 19	
□□□□ Mass Awaken	27	See text	24 hours	Instantaneous	Medium (290 ft.)	V, S, F, XP	Yes	Transmutation	cmpdvn: p.151
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience.					<i>Target:</i> 6 animals or trees, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Mass Awaken	27	See text	24 hours	Instantaneous	Medium (290 ft.)	V, S, DF, XP	Yes	Transmutation	splcmp: p.21
<i>Effect:</i> As awaken, but multiple creatures.					<i>Target:</i> 6 animals or trees, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Mass Awaken	27	See txt	1 day	Instantaneous	Medium (290 ft.)	V, S, F, XP	Yes	Transmutation	motwld: p.90
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience					<i>Target:</i> 19 animals or trees, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Mass Cure Serious Wounds	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 3d8+19 damage for many creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 19	
□□□□ Phantom Wolf	None		1 full round	Concentration up to 19 rounds	Medium (290 ft.)	V, S, DF	No	Conjuration (Summoning)	cmpdvn: p.174
<i>Effect:</i> Incorporeal wolf fights for you.					<i>Target:</i> One summoned phantom wolf			<i>Caster Level:</i> 19	
□□□□ Red Tide	27	Fortitude partial; see text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	Yes	Evocation [Water]	splcmp: p.170
<i>Effect:</i> Nauseating water knocks foes prone and deals Strength damage.					<i>Target:</i> 30 ft. radius burst			<i>Caster Level:</i> 19	
□□□□ Repel Metal or Stone	None		1 standard action	19 rounds	60 ft.	V, S	No	Abjuration [Earth]	phb: p.271
<i>Effect:</i> Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range.					<i>Target:</i> 60 ft. line from you			<i>Caster Level:</i> 19	

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	Reverse Gravity	27	None; see text	1 standard action	19 rounds	Medium (290 ft.)	V, S, M/DF	No	Transmutation	phb: p.273
<i>Effect:</i>										
This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.										
<i>Target:</i> Up to 9 10-ft. cube [S]										
<i>Caster Level:</i> 19										
□□□□□	Speak with Anything		None	10 minutes	21 minutes	Personal	V, S	No	Divination	motwld: p.94
<i>Effect:</i>										
This spell grants you the effects of speak with animals, speak with plants, and tongues, enabling you to communicate with any living creature, including unintelligent ones such as normal plants										
<i>Target:</i> You										
<i>Caster Level:</i> 21										
□□□□□	Storm of Elemental Fury	27	See text	1 full round	Concentration [maximum 4 rounds] [D]	Long (1160 ft.)	V, S	Yes	Conjuration (Summoning)	cmpdvn: p.182
<i>Effect:</i>										
Magic cloud creates windstorm, then hail of stones, then rainstorm, then flame.										
<i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground										
<i>Caster Level:</i> 19										
□□□□□	Stormrage			1 standard action	19 minutes [D]	Personal	V, S, DF		Transmutation [Electricity]	cmpdvn: p.182
<i>Effect:</i>										
You can fly and fire lightning from your eyes.										
<i>Target:</i> You										
<i>Caster Level:</i> 19										
□□□□□	Summon Nature's Ally VIII		None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.289
<i>Effect:</i>										
This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 8th-level list on the Summon Natures Ally table.										
<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart										
<i>Caster Level:</i> 19										
□□□□□	Sunburst	27	Reflex partial; see text	1 standard action	Instantaneous	Long (1160 ft.)	V, S, M/DF	Yes	Evocation [Light]	phb: p.289
<i>Effect:</i>										
Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage.										
<i>Target:</i> 80-ft. radius burst										
<i>Caster Level:</i> 19										
□□□□□	Unyielding Roots	27	Fortitude negates (harmless)	1 standard action	19 rounds [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p.228
<i>Effect:</i>										
Creature grows roots that keep it stationary and heal it every round.										
<i>Target:</i> Willing creature touched										
<i>Caster Level:</i> 19										
□□□□□	Wall of Greater Dispel Magic		None	1 standard action	19 minutes	Medium (290 ft.)	V, S, DF	No	Abjuration	undrdk: p.63
<i>Effect:</i>										
Create a transparent, permeable barrier that does greater dispel magic on any who pass through it.										
<i>Target:</i> A plane of dispel magic whose area is up to 190 ft.square.										
<i>Caster Level:</i> 19										
□□□□□	Whirlwind	27	Reflex negates; see text	1 standard action	19 rounds	Long (1160 ft.)	V, S, DF	Yes	Evocation [Air]	phb: p.301
<i>Effect:</i>										
This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round and 30 ft. tall. You can concentrate on controlling the cyclones every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like.										
<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, perand 30 ft. tall										
<i>Caster Level:</i> 19										
□□□□□	Word of Recall	27	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	phb: p.303
<i>Effect:</i>										
Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place.										
<i>Target:</i> You and touched objects or other willing creatures										
<i>Caster Level:</i> 19										

\* =Domain/Speciality Spell

# Wizard Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard action	Instantaneous	Close (70 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196. Caster Level: 19
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid				
□□□□□ Acid Splash		None	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Conjuration (Creation) [Acid]	magfae: p.76 Caster Level: 19
<i>Effect:</i> You fire a small orb of acid at the target					<i>Target:</i> One missile of acid				
□□□□□ Amanuensis	20	Will negates (object)	1 standard action	190 minutes	Close (70 ft.)	V, S	Yes (object)	Transmutation	splcmp: p.9 Caster Level: 19
<i>Effect:</i> Copy nonmagical text.					<i>Target:</i> Object or objects with writing				
□□□□□ Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	phb: p.201 Caster Level: 19
<i>Effect:</i> Inscribes your personal rune [visibly or invisibly].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□□ Caltrops		None	1 standard action	19 rounds	Close (70 ft.)	V, S	No	Conjuration (Creation)	splcmp: p.42 Caster Level: 19
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape..					<i>Target:</i> See text				
□□□□□ Dancing Lights		None	1 standard action	19 minutes	Medium (290 ft.)	V, S	No	Evocation [Light]	phb: p.216 Caster Level: 19
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape..					<i>Target:</i> Up to four lights, all within a 10-ft. radius area				
□□□□□ Daze	20	Will negates	1 standard action	1 round	Close (70 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217 Caster Level: 19
<i>Effect:</i> You cloud the mind of a humanoid creature of 4 HD or less; loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ *Detect Magic		None	1 standard action	Concentration, up to 21 minutes	60 ft.	V, S	No	Divination	draco: p.107-108 Caster Level: 21
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□□ *Detect Poison		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	No	Divination	phb: p.219 Caster Level: 21
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Electric Jolt		None	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Electricity]	splcmp: p.78 Caster Level: 19
<i>Effect:</i> Ranged touch attack deals 1d3 electricity damage.					<i>Target:</i> Ray				
□□□□□ Electric Jolt		None	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Electricity]	magfae: p.91 Caster Level: 19
<i>Effect:</i> You release a small stroke of electrical energy					<i>Target:</i> One creature or object				
□□□□□ Flare	20	Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V	Yes	Evocation [Light]	phb: p.232 Caster Level: 19
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. --1 on attack rolls					<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	20	Will disbelief (if interacted with)	1 standard action	19 rounds	Close (70 ft.)	V, S, M	No	Illusion (Figment)	draco: p.107-108 Caster Level: 19
<i>Effect:</i> allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.					<i>Target:</i> Illusory sounds				
□□□□□ Horzikaul's Cough	20	Will partial	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Sonic]	magfae: p.101 Caster Level: 19
<i>Effect:</i> You create a brief but loud noise adjacent to the target					<i>Target:</i> One creature or object				
□□□□□ Launch Bolt		None	1 standard action	Instantaneous	Touch	V, S, M	No	Transmutation	splcmp: p.130 Caster Level: 19
<i>Effect:</i> Launches a crossbow bolt up to 80 ft.					<i>Target:</i> One crossbow bolt in your possession				
□□□□□ Launch Bolt		None	1 action	Instantaneous	Medium (290 ft.)	V, S	No	Transmutation	magfae: p.105 Caster Level: 19
<i>Effect:</i> You cast this spell on a crossbow bolt, causing it to fly at a target of your choice as if you had fired it from light crossbow					<i>Target:</i> One crossbow bolt in your possession				
□□□□□ Launch Item		None	1 standard action	Instantaneous	Touch	S	No	Transmutation	splcmp: p.130 Caster Level: 19
<i>Effect:</i> Hurfs Fine item up to Medium range.					<i>Target:</i> One Fine item in your possession, weighing up to 10 lb.				
□□□□□ Light		None	1 standard action	190 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248 Caster Level: 19
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched				
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (70 ft.)	V, S	No	Transmutation	phb: p.249 Caster Level: 19
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Mending	20	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253 Caster Level: 19
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.				
□□□□□ Message		None	1 standard action	190 minutes	Medium (290 ft.)	V, S, F	No	Transmutation [Language-Dependent]	phb: p.253 Caster Level: 19
<i>Effect:</i> You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.					<i>Target:</i> 19 creatures				
□□□□□ Open/Close	20	Will negates (object)	1 standard action	Instantaneous	Close (70 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258 Caster Level: 19
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activitybe opened or closed [such as a bar on a door or a lock on a chest], the spell fails.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□ Prestidigitation	20	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	phb: p.264 Caster Level: 19
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.					<i>Target:</i> See text				
□□□□□ Ray of Frost		None	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269 Caster Level: 19
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.					<i>Target:</i> Ray				
□□□□□ *Read Magic		None	1 standard action	210 minutes	Personal	V, S, F	No	Divination	draco: p.107-108 Caster Level: 21
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.					<i>Target:</i> You				
□□□□□ Repair Minor Damage		None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	splcmp: p.173

\* =Domain/Specialty Spell



# Wizard Spells

		action							
<i>Effect:</i> Repairs 1 point of damage to any construct.				Target: Construct touched				Caster Level: 19	
□□□□□	<b>Resistance</b>	20	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.				Target: Creature touched				Caster Level: 19	
□□□□□	<b>Silent Portal</b>	20	Will negates (object)	1 standard action	19 minutes [D]	Close (70 ft.)	S	Yes (object)	Illusion (Glamer) splcmp: p.190
<i>Effect:</i> Negates sound from door or window.				Target: One portal				Caster Level: 19	
□□□□□	<b>Sonic Snap</b>	20	Will partial	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Sonic] splcmp: p.195
<i>Effect:</i> Subject takes 1 point of sonic damage and is deafened 1 round.				Target: One creature or object				Caster Level: 19	
□□□□□	<b>Stick</b>	20	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation splcmp: p.206
<i>Effect:</i> Glues an object weighing 5 pounds or less to another object.				Target: Nonmagical, unattended object weighing up to 5 lb.				Caster Level: 19	
□□□□□	<b>Stick</b>	20	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation undrck: p.61
<i>Effect:</i> Affixes on item weighing up to 5 lbs to another, heavier item.				Target: Nonmagical, unattended object weighing up to 5 lbs.				Caster Level: 19	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□		None	1 standard action	38 hours	Close (70 ft.)	V, S, F/DF	No	Abjuration	draco: p.107-108
<i>Effect:</i> Sounds a visible or audible alarm when tiny or larger creature enters warded area.				Target: 20-ft. radius emanation centered on a point in space				Caster Level: 19	
□□□□□	21	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	phb: p.207
<i>Effect:</i> A cone of searing flame shoots from your hands, dealing 5d4 fire damage				Target: Cone-shaped burst				Caster Level: 19	
□□□□□	21	Will negates	1 standard action	19 hours	Close (70 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> Makes a humanoid regard you as a trusted friend and ally.				Target: One humanoid creature				Caster Level: 19	
□□□□□		None	1 standard action	210 minutes	Personal	V, S, M/DF	No	Divination	phb: p.212
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.				Target: You				Caster Level: 21	
□□□□□		None	1 standard action	Concentration, up to 21 minutes	60 ft.	V, S	No	Divination	draco: p.107-108
<i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.				Target: Cone-shaped emanation				Caster Level: 21	
□□□□□		None	1 standard action	190 minutes	Personal	V, S	No	Illusion (Glamer)	phb: p.222
<i>Effect:</i> You make yourself - including clothing, armor, weapons, and equipment - look different.				Target: You				Caster Level: 19	
□□□□□	21	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.				Target: Creature touched				Caster Level: 19	
□□□□□	21	Fortitude negates	1 round	19 minutes	Close (70 ft.)	V, S, M	Yes	Transmutation	phb: p.226
<i>Effect:</i> Causes instant growth of a humanoid creature, doubling it's height and multiplying its weight by 8. This changes the creatures size category up one.				Target: One humanoid creature				Caster Level: 19	
□□□□□		None	1 standard action	19 minutes	Personal	V, S	No	Transmutation	draco: p.107-108
<i>Effect:</i> You increase your base land speed by 30 ft.				Target: You				Caster Level: 19	
□□□□□		None	1 standard action	19 hours [D]	Touch	V, S, M	No	Universal	splcmp: p.88
<i>Effect:</i> Garment or container becomes extradimensional safe haven for your familiar.				Target: One container or garment with a pocket touched				Caster Level: 19	
□□□□□	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 19 rounds	Close (70 ft.)	V	Yes (object)	Transmutation	phb: p.229
<i>Effect:</i> The affected creatures or objects fall slowly, though faster than feathers typically do. Feather fall instantly changes the rate at which the creatures, no two of which may be more than 20 ft. targets fall to a mere 60 feet per round, equivalent to the end of a fall from a few feet, and the subjects take no damage upon landing while the part spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.				Target: 19 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				Caster Level: 19	
□□□□□	21	See text	1 standard action	19 rounds	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.237
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area.				Target: One object or a 10-ft. square				Caster Level: 19	
□□□□□		None	1 standard action	19 minutes	Medium (290 ft.)	V	No	Abjuration	phb: p.241
<i>Effect:</i> This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.				Target: One portal, up to 380 sq. ft				Caster Level: 19	
□□□□□		None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	draco: p.107-108
<i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any].				Target: One touched object				Caster Level: 21	
□□□□□	21	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, F	No	Conjuration (Creation) [Force]	phb: p.249
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.				Target: Creature touched				Caster Level: 19	
□□□□□		None	1 standard action	Instantaneous	Medium (290 ft.)	V, S	Yes	Evocation [Force]	phb: p.251
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. 5 missiles.				Target: Up to five creatures, no two of which can be more than 15 ft. apart				Caster Level: 19	
□□□□□		None	1 round	38 hours	Close (70 ft.)	V, S, M	No	Conjuration (Summoning)	phb: p.256
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.				Target: One mount				Caster Level: 19	
□□□□□	21	Fortitude negates	1 round	19 minutes	Close (70 ft.)	V, S, M	Yes	Transmutation	phb: p.269
<i>Effect:</i> This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creatures size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size.				Target: One humanoid creature				Caster Level: 19	
□□□□□	21	Will negates	1 round	19 minutes	Medium (290 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures.				Target: One or more living creatures within a 10-ft. radius burst				Caster Level: 19	
□□□□□	21	Will disbelief (if interacted with)	1 standard action	19 minutes	Close (70 ft.)	V, F	No	Illusion (Figment)	phb: p.298
<i>Effect:</i> You can make your voice [or any sound that you can normally make vocally] seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc.				Target: Intelligible sound, usually speech				Caster Level: 19	

\* =Domain/Specialty Spell

# Wizard Spells

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self		None	1 standard action	190 minutes	Personal	V, S	No	Transmutation	phb: p.197
<i>Effect:</i> Assume form of a creature of your type within one size of your own, up to 5HD.									
□□□□□ Bear's Endurance	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].									
□□□□□ Blindsight	22	Will negates (harmless)	1 action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.100
<i>Effect:</i> Grants you the blindsight ability out to 30 feet.									
□□□□□ Blur	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V	Yes (harmless)	Illusion (Glamer)	phb: p.206
<i>Effect:</i> The subjects outline appears blurred, shifting and wavering. Attacks miss subject 20% of the time.									
□□□□□ Bull's Strength	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]									
□□□□□ Cat's Grace	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation	draco: p.107-108
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].									
□□□□□ Continual Flame		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.									
□□□□□ Darkness		None	1 standard action	190 minutes	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.216
<i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-ft. radius.									
□□□□□ Darkvision	22	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless)	Transmutation	phb: p.216
<i>Effect:</i> Subject gains the ability to see up to 60 ft. in total darkness.									
□□□□□ *Detect Thoughts	22	Will negates; see text	1 standard action	Concentration, up to 21 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	phb: p.220
<i>Effect:</i> You detect surface thoughts.									
□□□□□ Eagle's Splendor	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225
<i>Effect:</i> The subject becomes more poised, articulate and personally forceful [+4 to Cha].									
□□□□□ Fox's Cunning	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.233
<i>Effect:</i> The transmuted creature becomes smarter [+4 enhancement bonus to Intelligence].									
□□□□□ Glitterdust	22	Will negates (blinding only)	1 standard action	19 rounds	Medium (290 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.236
<i>Effect:</i> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisiblespread things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.									
□□□□□ Invisibility	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	19 minutes	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	draco: p.107-108
<i>Effect:</i> The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that than 1900 lbs vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.									
□□□□□ *Locate Object		None	1 standard action	21 minutes	Long (1240 ft.)	V, S, F/DF	No	Divination	draco: p.107-108
<i>Effect:</i> You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools,ft.									
□□□□□ Magic Mouth	22	Will negates (object)	1 standard action	Permanent until discharged	Close (70 ft.)	V, S, M	Yes (object)	Illusion (Glamer)	phb: p.251
<i>Effect:</i> This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.									
□□□□□ Melf's Acid Arrow		None	1 standard action	7 rounds	Long (1160 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	phb: p.253
<i>Effect:</i> A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage.									
□□□□□ Minor Image	22	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.									
□□□□□ Mirror Image		None	1 standard action	19 minutes	Personal; see text	V, S	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. ~ 1d4+6 images									
□□□□□ Owl's Wisdom	22	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.									
□□□□□ Rope Trick		None	1 standard action	19 hours	Touch	V, S, M	No	Transmutation	phb: p.273
<i>Effect:</i> When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangslong perpendicular to the ground, as if affixed at the upper end.									
□□□□□ Scorching Ray		None	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Fire]	phb: p.274
<i>Effect:</i> You blast your enemies with fiery rays. You may fire 3 rays. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.									
□□□□□ *See Invisibility		None	1 standard action	210 minutes	Personal	V, S, M	No	Divination	phb: p.275
<i>Effect:</i> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.									
□□□□□ Spider Climb	22	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	draco: p.107-108
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down].									

\* =Domain/Specialty Spell

# Wizard Spells

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□*Analyze Portal	23	See text	1 minute	Concentration, up to 21 rounds [D]	60 ft.	V, S, M	No	Divination	splcmp: p.10
<i>Effect:</i> Find a nearby portal and discover its properties.					<i>Target:</i> Cone-shaped emanation from you to the extreme of the range		<i>Caster Level:</i> 21		
□□□□□Antidragon Aura	23	Will negates (harmless)	1 standard action	19 minutes	Close (70 ft.)	V, S, M, DF	Yes (harmless)	Abjuration	draco: p.109
<i>Effect:</i> All targets gain a 5 luck bonus to Armor Class and on saving throws against the supernatural, and spell-like) of dragons.					<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□Blink		None	1 standard action	19 rounds	Personal	V, S	No	Transmutation	phb: p.206
<i>Effect:</i> Like a Blink Dog you 'blink' back and forth between the Material Plane and the Ethereal Plane.					<i>Target:</i> You		<i>Caster Level:</i> 19		
□□□□□*Clairaudience/Clairvoyance		None	10 minutes	21 minutes	Long (1240 ft.)	V, S, F/DF	No	Divination (Scrying)	draco: p.107-108
<i>Effect:</i> Creates an invisible magical sensor at a specific location that enables you to hear or see almost as if you were there.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 21		
□□□□□Dispel Magic		None	1 standard action	Instantaneous	Medium (290 ft.)	V, S	No	Abjuration	draco: p.107-108
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst		<i>Caster Level:</i> 19		
□□□□□Explosive Runes	23	See text	1 standard action	Permanent until discharged	Touch	V, S	Yes	Abjuration [Force]	phb: p.228
<i>Effect:</i> You inscribe runes that detonate when read and deal 6d6 damage.					<i>Target:</i> One touched object weighing no more than 10 lb.		<i>Caster Level:</i> 19		
□□□□□False Gravity	23	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.87
<i>Effect:</i> Travel on a solid surface as if that surface had its own gravity.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□Fireball	23	Reflex half	1 standard action	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.					<i>Target:</i> 20-ft. radius spread		<i>Caster Level:</i> 19		
□□□□□Fly	23	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
<i>Effect:</i> subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□Gaseous Form		None	1 standard action	38 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
<i>Effect:</i> The subject and all its gear become insubstantial, misty, and translucent.					<i>Target:</i> Willing corporeal creature touched		<i>Caster Level:</i> 19		
□□□□□Greater Mage Armor	23	Will negates (harmless)	1 standard action	19 hours	Touch	V, S	No	Conjuration (Creation) [Force]	splcmp: p.136
<i>Effect:</i> Gives subject +6 armor bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□Haste	23	Fortitude negates (harmless)	1 standard action	19 rounds	Close (70 ft.)	V, S, M	Yes (harmless)	Transmutation	phb: p.239
<i>Effect:</i> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. +1 on attack rolls, AC, and Reflex than 30 ft. apart					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□Hold Person	23	Will negates; see text	1 standard action	19 rounds; see text	Medium (290 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
<i>Effect:</i> The subject humanoid becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 19		
□□□□□Invisibility Sphere	23	Will negates (harmless) or Will negates (harmless, object)	1 standard action	19 minutes	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.					<i>Target:</i> 10-ft. radius emanation around the creature or object touched		<i>Caster Level:</i> 19		
□□□□□Lightning Bolt	23	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	phb: p.248
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. The bolt begins at your fingertips.					<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 19		
□□□□□Magic Circle Against Chaos	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	phb: p.249
<i>Effect:</i> All creatures within the area gain the effects of a protection from chaos spell, and no nonlawful summoned creatures can enter the area either.					<i>Target:</i> 10-ft. radius emanation from touched creature		<i>Caster Level:</i> 19		
□□□□□Magic Circle Against Evil	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.249
<i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either.					<i>Target:</i> 10-ft. radius emanation from touched creature		<i>Caster Level:</i> 19		
□□□□□Magic Circle Against Good	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	phb: p.250
<i>Effect:</i> All creatures within the area gain the effects of a protection from good spell, and no nonevil summoned creatures can enter the area either.					<i>Target:</i> 10-ft. radius emanation from touched creature		<i>Caster Level:</i> 19		
□□□□□Magic Circle Against Law	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	phb: p.250
<i>Effect:</i> All creatures within the area gain the effects of a protection from law spell, and no nonchaotic summoned creatures can enter the area either.					<i>Target:</i> 10-ft. radius emanation from touched creature		<i>Caster Level:</i> 19		
□□□□□Major Image	23	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.252
<i>Effect:</i> This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.					<i>Target:</i> Visual figment that cannot extend beyond 23 10-ft. cubes[S]		<i>Caster Level:</i> 19		
□□□□□Nondetection	23	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	phb: p.257
<i>Effect:</i> The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 19		
□□□□□Phantom Steed		None	10 minutes	19 hours	0 ft.	V, S	No	Conjuration (Creation)	phb: p.260
<i>Effect:</i> You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount.					<i>Target:</i> One quasi-real, horselike creature		<i>Caster Level:</i> 19		
□□□□□Protection from Energy	23	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	draco: p.107-108
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 120 points of energy damage, it is discharged.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19		
□□□□□Scintillating Sphere	23	Reflex half	1 standard action	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation [Electricity]	splcmp: p.181
<i>Effect:</i> 20 ft. radius burst deals 19d6 electricities.					<i>Target:</i> 20 ft. radius burst		<i>Caster Level:</i> 19		
□□□□□Sepia Snake Sigil	23	Reflex negates	10 minutes	Permanent or until released or 1d4 + 19 days; see text	Touch	V, S, M	No	Conjuration (Creation) [Force]	phb: p.276
<i>Effect:</i> When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.					<i>Target:</i> One touched book or written work		<i>Caster Level:</i> 19		

\* =Domain/Specialty Spell

## Wizard Spells

□□□□□ Shrink Item	23	Will negates (object)	1 standard action	19 days; see text	Touch	V, S	Yes (object)	Transmutation	draco: p.107-108
<i>Effect:</i> You are able to shrink one nonmagical item [if it is within the size limit] to 1/16 of its normal size in each dimension. This change effectively reduces the objects size by four categories [for instance, from Large to Diminutive].					<i>Target:</i> One touched object of up to 38 cu. ft.		<i>Caster Level:</i> 19		
□□□□□ *Tongues	23	Will negates (harmless)	1 standard action	210 minutes	Touch	V, M/DF	No	Divination	phb: p.294
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 21		
□□□□□ Water Breathing	23	Will negates (harmless)	1 standard action	38 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 19		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Antidragon Aura	24	Will negates (harmless)	1 standard action	19 minutes	Close (70 ft.)	V, S, M, DF	Yes (harmless)	Abjuration	draco: p.109
<i>Effect:</i> All targets gain a 5 luck bonus to Armor Class and on saving throws against the attacks, spells, and special attacks [extraordinary, supernatural, and spell-like] of dragons.					<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 19		
□□□□□ *Arcane Eye		None	10 minutes	21 minutes	Unlimited	V, S, M	No	Divination (Scrying)	draco: p.107-108
<i>Effect:</i> You create an invisible magical sensor that sends you visual information.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 21		
□□□□□ *Assay Spell Resistance			1 swift action	21 rounds	Personal	V, S		Divination	splcmp: p.17
<i>Effect:</i> +10 bonus on caster level checks to defeat one creature's spell resistance.					<i>Target:</i> You		<i>Caster Level:</i> 21		
□□□□□ Charm Monster	24	Will negates	1 standard action	19 days	Close (70 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> As charm person but not restricted by creature size or type.					<i>Target:</i> One living creature		<i>Caster Level:</i> 19		
□□□□□ *Detect Scrying		None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	draco: p.107-108
<i>Effect:</i> You immediately become aware of any attempt to observe you by means of a divination spell.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 21		
□□□□□ Dimensional Anchor		None	1 standard action	19 minutes	Medium (290 ft.)	V, S	Yes (object)	Abjuration	phb: p.221
<i>Effect:</i> A green ray springs from your hand. Any creature or object struck cannot move extradimensionally.					<i>Target:</i> Ray		<i>Caster Level:</i> 19		
□□□□□ Dimension Door	24	None and Will negates (object)	1 standard action	Instantaneous	Long (1160 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	draco: p.107-108
<i>Effect:</i> You instantly transfer yourself from your current location to any other spot within range.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 19		
□□□□□ Evard's Black Tentacles		None	1 standard action	19 rounds	Medium (290 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.228
<i>Effect:</i> Conjures a field of rubbery black tentacles, each 10 ft. long, which grapple all within 20 ft. spread.					<i>Target:</i> 20-ft. radius spread		<i>Caster Level:</i> 19		
□□□□□ Greater Invisibility	24	Will negates (harmless)	1 standard action	19 rounds	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that it doesn't end if the subject attacks.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 19		
□□□□□ Illusory Wall	24	Will disbelief (if interacted with)	1 standard action	Permanent	Close (70 ft.)	V, S	No	Illusion (Figment)	phb: p.243
<i>Effect:</i> This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty.					<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.		<i>Caster Level:</i> 19		
□□□□□ *Locate Creature		None	1 standard action	210 minutes	Long (1240 ft.)	V, S, M	No	Divination	phb: p.249
<i>Effect:</i> This spell functions like locate object, except this spell locates a known or familiar creature.					<i>Target:</i> Circle, centered on you, with a radius of 1240 ft.		<i>Caster Level:</i> 21		
□□□□□ Mass Darkvision	24	Will negates (harmless)	1 standard action	19 hours	10 ft.	V, S, M	Yes (harmless)	Transmutation	splcmp: p.59
<i>Effect:</i> As darkvision, but affects 19 subjects.					<i>Target:</i> Allies in a 10 ft radius burst centered on you		<i>Caster Level:</i> 19		
□□□□□ Polymorph		None	1 standard action	19 minutes	Touch	V, S, M	No	Transmutation	phb: p.263
<i>Effect:</i> This spell functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 19		
□□□□□ Remove Curse	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
<i>Effect:</i> Instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.					<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 19		
□□□□□ Scrying	25	Will negates	1 hour	21 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	phb: p.274
<i>Effect:</i> You can see and hear some creature, which may be at any distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 21		

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arc of Lightning	25	Reflex half	1 standard action	Instantaneous	Close (70 ft.)	V, S, M/DF	No	Conjuration (Creation) [Electricity]	splcmp: p.15
<i>Effect:</i> Line of electricity arcs between two creatures for 19d6 damage.					<i>Target:</i> A line between two creatures		<i>Caster Level:</i> 19		
□□□□□ Baleful Polymorph	25	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 ft.)	V, S	Yes	Transmutation	phb: p.202
<i>Effect:</i> You change the subject into a Small or smaller animal of no more than 1 HD.					<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□□ Boreal Wind	25	Fortitude negates	1 standard action	20/2 rounds	Long (1160 ft.)	V, S, DF	Yes	Evocation [Cold]	frstbn: p.89
<i>Effect:</i> You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. All creatures caught in the area take 15d4 damage, and are pushed 19*3 ft. away from the caster.					<i>Target:</i> Gust of wind 20' wide, 20' high emanating out from you to the extreme of the range		<i>Caster Level:</i> 19		
□□□□□ Cloudkill	25	Fortitude partial; see text	1 standard action	19 minutes	Medium (290 ft.)	V, S	No	Conjuration (Creation)	phb: p.210
<i>Effect:</i> Generates a poisonous yellow-green cloud of fog. Kills 3 HD or less, 4-6 HD save or die, 6+ HD take Con damage.					<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 19		
□□□□□ Fabricate		None	See text	Instantaneous	Close (70 ft.)	V, S, M	No	Transmutation	draco: p.107-108
<i>Effect:</i> You convert material of one sort into a product that is of that sort of material.					<i>Target:</i> Up to 190 cu. ft; see text		<i>Caster Level:</i> 19		
□□□□□ False Vision		None	1 standard action	19 hours	Touch	V, S, M	No	Illusion (Glamour)	phb: p.229
<i>Effect:</i> Any divination spell used to view anything within the area of effect instead receives a false image as defined by you at the time of casting.					<i>Target:</i> 40-ft. radius emanation		<i>Caster Level:</i> 19		
□□□□□ Feeblemind	25	Will negates; see text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.229
<i>Effect:</i> If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1, giving it roughly the intellect of a lizard.					<i>Target:</i> One creature		<i>Caster Level:</i> 19		
□□□□□ Hidden Lodge		None	10 minutes	24 hours	Close (70 ft.)	V, S, F;	No	Conjuration	splcmp: p.113

\* = Domain/Specialty Spell

# Wizard Spells

<b>Effect:</b> Creates sturdy cottage camouflaged to blend into natural surroundings.					see text		(Creation)	
□□□□□Hold Monster	25	Will negates; see text	1 standard 19 rounds; see text action	Medium (290 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.2421
<b>Effect:</b> The subject creature becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.							Target: One living creature	
□□□□□Major Creation	None		10 minutes See text	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.252
<b>Effect:</b> This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity.							Target: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level	
□□□□□Mass Fly	25	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p.96
<b>Effect:</b> 19 creatures fly at speed of 60 ft.							Target: 19 creatures, no two of which are more than 30 ft. apart	
□□□□□Mirage Arcana	25	Will disbelief (if interacted with)	1 standard 19 minutes action	Long (1160 ft.)	V, S	No	Illusion (Glamer)	phb: p.254
<b>Effect:</b> This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures [or add them where none are present].							Target: 19 20-ft. cubes [S]	
□□□□□Overland Flight	25	Will negates (harmless)	1 standard 19 hours action	Personal	V, S	Yes (harmless)	Transmutation	phb: p.259
<b>Effect:</b> This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load] with average maneuverability.							Target: You	
□□□□□Passwall	None		1 standard 19 hours action	Touch	V, S, M	No	Transmutation	phb: p.259
<b>Effect:</b> You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.							Target: 5 ft. by 8 ft. opening, 41 ft. deep	
□□□□□Persistent Image	25	Will disbelief (if interacted with)	1 standard 19 minutes action	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.260
<b>Effect:</b> This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.							Target: Visual figment that cannot extend beyond 230-ft. cubes [S]	
□□□□□Phantasmal Thief	None		1 standard 19 rounds action	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	draco: p.114
<b>Effect:</b> An invisible force, not unlike an unseen servant, comes into being where the caster wishes. On the caster's turn, this force steals objects from others as she inaudibly directs it to [a free action]. A phantasmal thief can only steal from creatures. It cannot break into locked chests or steal unattended objects. A phantasmal thief has a Hide modifier of +20 [useful against those who can see invisible creatures] and a Move Silently modifier of +20. If a phantasmal thief goes undetected, it can steal any object a creature possesses but is not holding or wearing. Even objects in a bag of holding can be stolen. It can only steal objects, bring objects to the caster, or put them back where they came from. It can take no other actions. A phantasmal thief needs 1 round to steal an object and another round to bring it to the caster. A phantasmal thief can only hold one object at a time, and the object becomes invisible in its grasp. The thief cannot take an item if it is detected by the creature it's trying to steal from [with a Listen or Spot check]. However, the thief can repeat the attempt in the next round. It cannot be harmed in any way, although it can be dispelled. A phantasmal thief can steal an object from a creature's hand by making a successful disarm attempt. It does this as if it had the Improved Disarm feat and a +20 Strength modifier. If a phantasmal thief is used in this way, it disappears after it brings the stolen object to the caster.							Target: One object	
□□□□□Prismatic Ray	25	See text	1 standard Instantaneous action	Medium (290 ft.)	V, S	Yes	Evocation	splcmp: p.162
<b>Effect:</b> Ray of light blinds subject, deals random effect.							Target: Ray	
□□□□□*Prying Eyes	None		1 minute 21 hours; see text	One mile	V, S, M	No	Divination	phb: p.266
<b>Effect:</b> You create 1d4+21 of semitangible, visible magical orbs [called 'eyes']. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet [normal vision only] in all directions, floating eyes scout for you.							Target: Ten or more levitating eyes	
□□□□□*Rary's Telepathic Bond	None		1 standard 210 minutes action	Close (75 ft.)	V, S, M	No	Divination	phb: p.268
<b>Effect:</b> You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language.							Target: You plus 7 willing creatures, no two of which can be more than 30 ft. apart	
□□□□□Sending	None		10 minutes 1 round; see text	See text	V, S, M/DF	No	Evocation	phb: p.275
<b>Effect:</b> You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.							Target: One creature	
□□□□□Stone Shape	None		1 standard Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth]	phb: p.284
<b>Effect:</b> You can form an existing piece of stone into any shape that suits your purpose.							Target: Stone or stone object touched, up to 29 cu. ft.	
□□□□□Telekinesis	25	Will negates (object) or None; see text	1 standard 19 rounds or instantaneous; see text	Long (1160 ft.)	V, S	Yes (object); see text	Transmutation	phb: p.292
<b>Effect:</b> You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.							Target: See text	
□□□□□Teleport	25	None and Will negates (object)	1 standard Instantaneous action	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.292
<b>Effect:</b> This spell instantly transports you to a designated destination, which may be as distant as 1900 miles.							Target: You and touched objects or other touched willing creatures	
□□□□□Wall of Force	None		1 standard 19 rounds action	Close (70 ft.)	V, S, M	No	Evocation [Force]	phb: p.298
<b>Effect:</b> A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic.							Target: Wall whose area is up to 19 10-ft. squares	
□□□□□Wall of Stone	25	See text	1 standard Instantaneous action	Medium (290 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	phb: p.299
<b>Effect:</b> This spell creates a wall of rock that merges into adjoining rock surfaces.							Target: Stone wall whose area is up to 19 5-ft. squares [S]	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□*Analyze Dweomer	26	None or Will negates; see text	1 standard	21 rounds action	Close (75 ft.)	V, S, F	No	Divination	phb: p.197
<b>Effect:</b> You discern all spells and magical properties present in a number of creatures or objects.								Target: One object or creature per caster level	
□□□□□Chain Lightning	26	Reflex half	1 standard	Instantaneous action	Long (1160 ft.)	V, S, F	Yes	Evocation [Electricity]	phb: p.208
<b>Effect:</b> You create an electrical discharge that begins as a single stroke from your fingertips. Deals 19d6 electrical damage; 19 secondary bolts each deal half damage.								Target: One primary target, plus 19 secondary targets [each of which must be within 30 ft. of the primary target]	
□□□□□Contingency	None		At least 10	19 days or until discharged minutes; see text	Personal	V, S, M, F	No	Evocation	phb: p.213
<b>Effect:</b> You can place another spell on your person so that it comes into effect under some condition you dictate when casting Contingency.								Target: You	
□□□□□Disintegrate	26	Fortitude partial (object)	1 standard	Instantaneous action	Medium (290 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.222
<b>Effect:</b> A thin green ray springs from your pointing finger. Any creature struck takes 38d6 damage. Any creature reduced to 0 hit points is entirely disintegrated.								Target: Ray	
□□□□□Extract Water Elemental	26	Fortitude half	1 standard	Instantaneous action	Close (70 ft.)	V, S	Yes	Transmutation [Water]	splcmp: p.86
<b>Effect:</b> Pulls water from victim, forms water elemental.								Target: One living creature	

\* =Domain/Specialty Spell



# Wizard Spells

□□□□□	Geas/Quest	None	10 minutes	19 days or until discharged	Close (70 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	draco: p.107-108
<i>Effect:</i> This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.					<i>Target:</i> One living creature				
□□□□□	Greater Dispel Magic	None	1 standard action	Instantaneous	Medium (290 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but up to +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst				
□□□□□	*Interplanar Telepathic Bond	None	1 standard action	210 minutes [D]	Close (75 ft.)	V, S, M	No	Divination	splcmp: p.125
<i>Effect:</i> Link lets allies communicate across planes.					<i>Target:</i> You plus 7 willing creatures, no two of which are more than 30 ft. apart				
□□□□□	*Legend Lore	None	See text	See text	Personal	V, S, M, F	No	Divination	phb: p.246
<i>Effect:</i> Legend lore brings to your mind legends about an important person, place, or thing.					<i>Target:</i> You				
□□□□□	Move Earth	None	See text	Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation [Earth]	phb: p.257
<i>Effect:</i> Move earth moves dirt [clay, loam, sand], possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
□□□□□	Permanent Image	26	Will disbelief (if interacted with)	1 standard action	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.260
<i>Effect:</i> This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.					<i>Target:</i> Figment that cannot extend beyond a 20-ft. cube + 19 10-ft. cubes [S]				
□□□□□	Planar Binding	26	Will negates	10 minutes	Instantaneous	Close (70 ft.)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> Casting this spell attempts a dangerous act: to lure a creature [12 HD or less] from another plane to a specifically prepared trap, which must lie within the spells range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear				
□□□□□	Prismatic Eye	26	See text	1 action	19 rounds	Medium (290 ft.)	V, S, F	Yes	Evocation
<i>Effect:</i> Orb produces individual prismatic rays as touch attacks.					<i>Target:</i> Magical eye				
□□□□□	*Probe Thoughts	26	Fortitude negates; see text	1 minute	Concentration	Close (75 ft.)	V, S	Yes	Divination [Mind-Affecting]
<i>Effect:</i> You sift through thoughts, learning the answer to one question/round.					<i>Target:</i> One living creature				
□□□□□	Programmed Image	26	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 19 rounds	Long (1160 ft.)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> You set the triggering condition [which may be a special word] when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger.					<i>Target:</i> Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]				
□□□□□	Seal Portal	None	1 standard action	Permanent [D]	Close (70 ft.)	V, S, M	No	Abjuration	splcmp: p.181
<i>Effect:</i> Seal an interplanar portal or gate.					<i>Target:</i> One interplanar gate or portal				
□□□□□	*True Seeing	26	Will negates (harmless)	1 standard action	21 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.					<i>Target:</i> Creature touched				
□□□□□	Veil	26	Will negates; see text	1 standard action	Concentration + 19 hours	Long (1160 ft.)	V, S	Yes; see text	Illusion (Glamour)
<i>Effect:</i> You instantly change the appearance of the subjects and then maintain that appearance for the spells duration. You can make the subjects appear to be anything you wish.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Antimagical Aura	27	Will negates	1 action	19 rounds	Touch	V, S, M	Yes	Abjuration
<i>Effect:</i> An invisible barrier surrounds a single creature and its equipment					<i>Target:</i> One creature				
□□□□□	Banishment	27	Will negates	1 standard action	Instantaneous	Close (70 ft.)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 38 HD of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□□	Delayed Blast Fireball	27	Reflex half	1 standard action	5 rounds or less; see text	Long (1160 ft.)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> As fireball, except 19d6 fire damage; you can postpone blast for up to 5 rounds.					<i>Target:</i> 20-ft. radius spread				
□□□□□	Drawmij's Instant Summons	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)	
<i>Effect:</i> You call some nonliving item from virtually any location directly to your hand.					<i>Target:</i> One object weighing 10 lb. or less whose longest dimension is 6 ft. or less				
□□□□□	Ethereal Jaunt	None	1 standard action	19 rounds	Personal	V, S	No	Transmutation	
<i>Effect:</i> You become ethereal along with your equipment.					<i>Target:</i> You				
□□□□□	Forcecage	None	1 standard action	38 hours	Close (70 ft.)	V, S, M	No	Evocation [Force]	
<i>Effect:</i> brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force [your choice]. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.					<i>Target:</i> Barred cage 20 or windowless cell 10				
□□□□□	*Greater Scrying	28	Will negates	1 standard action	21 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.					<i>Target:</i> Magical sensor				
□□□□□	Greater Teleport	27	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target.					<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□□	Hide from Dragons	27	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	S, M	Yes	Abjuration
<i>Effect:</i> Dragons cannot see, hear, or smell the warded creatures, even with blindsense. They act as though the warded creatures are not there. Warded creatures could stand before the hungriest of red dragons and not be molested or even noticed. If a warded creature touches or attacks a dragon, even with a spell, the spell ends for all recipients.					<i>Target:</i> One creature touched/two levels				
□□□□□	Limited Wish	27	None; see text	1 standard action	See text	V, S, XP	Yes	Universal	
<i>Effect:</i> A limited wish lets you create nearly any type of effect.					<i>Target:</i> See text				
□□□□□	Plane Shift	27	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
□□□□□	Prismatic Spray	27	See text	1 standard action	Instantaneous	60 ft.	V, S	Yes	Evocation
<i>Effect:</i> This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.					<i>Target:</i> Cone-shaped burst				

\* =Domain/Specialty Spell

## Wizard Spells

□□□□ Reverse Gravity	27	None; see text	1 standard action	19 rounds	Medium (290 ft.)	V, S, M/DF	No	Transmutation	phb: p.273	
<i>Effect:</i> This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object [such as a ceiling] is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.					<i>Target:</i> Up to 9 10-ft. cube [S]		<i>Caster Level:</i> 19			
□□□□ *Vision		None	1 standard action	See text	Personal	V, S, M, XP	No	Divination	phb: p.298	
<i>Effect:</i> This spell functions like legend lore, except that it works more quickly but produces some strain on you.					<i>Target:</i> You		<i>Caster Level:</i> 21			
LEVEL 8										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□ Dimensional Lock		None	1 standard action	19 days	Medium (290 ft.)	V, S	Yes	Abjuration	phb: p.221	
<i>Effect:</i> You create a shimmering emerald barrier that completely blocks extradimensional travel.					<i>Target:</i> 20-ft. radius emanation centered on a point in space		<i>Caster Level:</i> 19			
□□□□ *Discern Location		None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	draco: p.107-108	
<i>Effect:</i> You learn the exact location of single creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 21			
□□□□ Earth Glide	28	Will negates (harmless)	1 standard action	19 mins	Touch	V, S, DF	Yes (harmless)	Transmutation	racstn: p.162	
<i>Effect:</i> You give the subject the ability to glide through earth and stone as easily as an earth elemental does.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 19			
□□□□ Excavate		None	1 standard action	Instantaneous	Close (70 ft.)	V, S, M	No	Transmutation	splcmp: p.85	
<i>Effect:</i> Creates a permanent passage in earth and walls.					<i>Target:</i> One 5 ft.-by-5 ft. opening, 19 ft. deep		<i>Caster Level:</i> 19			
□□□□ Fimbulwinter		None	10 minutes	4d12 weeks (see text)	19 miles	V, S, XP	No	Transmutation [Cold]	frstbn: p.93	
<i>Effect:</i> You change the weather to a state of permanent winter, or strengthen winter conditions already present.					<i>Target:</i> 19 mile radius, centered on you		<i>Caster Level:</i> 19			
□□□□ Ghostform			1 standard action	19 rounds [D]	Personal	V, S		Transmutation	splcmp: p.103	
<i>Effect:</i> You assume incorporeal form and gain some incorporeal traits and bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 19			
□□□□ Greater Plane Shift	28	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	splcmp: p.159	
<i>Effect:</i> Plane shift accurately to your desired destination.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 19			
□□□□ *Greater Prying Eyes		None	1 minute	21 hours; see text	One mile	V, S, M	No	Divination	phb: p.267	
<i>Effect:</i> This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet.					<i>Target:</i> Ten or more levitating eyes		<i>Caster Level:</i> 21			
□□□□ Mind Blank	28	Will negates (harmless)	1 standard action	24 hours	Close (70 ft.)	V, S	Yes (harmless)	Abjuration	phb: p.253	
<i>Effect:</i> The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects.					<i>Target:</i> One creature		<i>Caster Level:</i> 19			
□□□□ *Moment of Prescience		None	1 standard action	21 hours or until discharged	Personal	V, S	No	Divination	phb: p.255	
<i>Effect:</i> This spell grants you a powerful sixth sense in relation to yourself. Once during the spells duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level 25 on any single attack roll, opposed ability or skill check, or saving throw.					<i>Target:</i> You		<i>Caster Level:</i> 21			
□□□□ Polymorph Any Object	28	Fortitude negates (object); see text	1 standard action	See text	Close (70 ft.)	V, S, M/DF	Yes (object)	Transmutation	phb: p.263	
<i>Effect:</i> This spell functions like polymorph, except that it changes one object or creature into another.					<i>Target:</i> One creature, or one nonmagical object of up to 1900 cu. ft		<i>Caster Level:</i> 19			
□□□□ Prismatic Wall	28	See text	1 standard action	190 minutes	Close (70 ft.)	V, S	See text	Abjuration	phb: p.264	
<i>Effect:</i> Creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.					<i>Target:</i> Wall 76 ft wide, 38 ft high		<i>Caster Level:</i> 19			
□□□□ Sunburst	28	Reflex partial; see text	1 standard action	Instantaneous	Long (1160 ft.)	V, S, M/DF	Yes	Evocation [Light]	phb: p.289	
<i>Effect:</i> Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage.					<i>Target:</i> 80-ft. radius burst		<i>Caster Level:</i> 19			
□□□□ Superior Invisibility	28	Will negates (harmless)	1 standard action	19 minutes [D]	Personal or touch	V, S	No	Illusion (Glamour)	splcmp: p.125	
<i>Effect:</i> Subject is invisible to sight, hearing, and scent for 19 minutes, and can attack.					<i>Target:</i> You or a creature or object weighing no more than 1900 lbs.		<i>Caster Level:</i> 19			

\* =Domain/Speciality Spell

## Spellbook: Boccob's Blessed Book

### Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<ul style="list-style-type: none"> <li><input type="checkbox"/> Acid Splash (DC:)</li> <li><input type="checkbox"/> Amanuensis (DC:20)</li> <li><input type="checkbox"/> Arcane Mark (DC:2)</li> <li><input type="checkbox"/> Dancing Lights (DC:)</li> <li><input type="checkbox"/> Daze (DC:20)</li> <li><input type="checkbox"/> *Detect Magic (DC:)</li> <li><input type="checkbox"/> *Detect Poison (DC:)</li> <li><input type="checkbox"/> Electric Jolt (DC:)</li> <li><input type="checkbox"/> Flare (DC:20)</li> <li><input type="checkbox"/> Ghost Sound (DC:20)</li> <li><input type="checkbox"/> Horizikaul's Cough (DC:20)</li> <li><input type="checkbox"/> Launch Bolt (DC:)</li> <li><input type="checkbox"/> Launch Item (DC:)</li> <li><input type="checkbox"/> Light (DC:)</li> <li><input type="checkbox"/> Mage Hand (DC:)</li> <li><input type="checkbox"/> Mending (DC:20)</li> <li><input type="checkbox"/> Message (DC:)</li> <li><input type="checkbox"/> Open/Close (DC:20)</li> <li><input type="checkbox"/> Prestidigitation (DC:20)</li> <li><input type="checkbox"/> Ray of Frost (DC:)</li> <li><input type="checkbox"/> *Read Magic (DC:)</li> <li><input type="checkbox"/> Repair Minor Damage (DC:)</li> <li><input type="checkbox"/> Resistance (DC:20)</li> <li><input type="checkbox"/> Silent Portal (DC:20)</li> <li><input type="checkbox"/> Sonic Snap (DC:20)</li> <li><input type="checkbox"/> Stick (DC:20)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Alarm (DC:)</li> <li><input type="checkbox"/> Burning Hands (DC:21)</li> <li><input type="checkbox"/> Charm Person (DC:21)</li> <li><input type="checkbox"/> *Comprehend Languages (DC:)</li> <li><input type="checkbox"/> *Detect Secret Doors (DC:)</li> <li><input type="checkbox"/> Disguise Self (DC:)</li> <li><input type="checkbox"/> Endure Elements (DC:21)</li> <li><input type="checkbox"/> Enlarge Person (DC:21)</li> <li><input type="checkbox"/> Expeditious Retreat (DC:)</li> <li><input type="checkbox"/> Familiar Pocket (DC:)</li> <li><input type="checkbox"/> Feather Fall (DC:21)</li> <li><input type="checkbox"/> Grease (DC:21)</li> <li><input type="checkbox"/> Hold Portal (DC:)</li> <li><input type="checkbox"/> *Identify (DC:)</li> <li><input type="checkbox"/> Mage Armor (DC:21)</li> <li><input type="checkbox"/> Magic Missile (DC:)</li> <li><input type="checkbox"/> Mount (DC:)</li> <li><input type="checkbox"/> Reduce Person (DC:21)</li> <li><input type="checkbox"/> Sleep (DC:21)</li> <li><input type="checkbox"/> Ventriloquism (DC:21)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Alter Self (DC:)</li> <li><input type="checkbox"/> Bear's Endurance (DC:22)</li> <li><input type="checkbox"/> Blindsight (DC:22)</li> <li><input type="checkbox"/> Blur (DC:22)</li> <li><input type="checkbox"/> Bull's Strength (DC:22)</li> <li><input type="checkbox"/> Cat's Grace (DC:22)</li> <li><input type="checkbox"/> Continual Flame (DC:)</li> <li><input type="checkbox"/> Darkness (DC:)</li> <li><input type="checkbox"/> Darkvision (DC:22)</li> <li><input type="checkbox"/> *Detect Thoughts (DC:22)</li> <li><input type="checkbox"/> Eagle's Splendor (DC:22)</li> <li><input type="checkbox"/> Fox's Cunning (DC:22)</li> <li><input type="checkbox"/> Glitterdust (DC:22)</li> <li><input type="checkbox"/> Invisibility (DC:22)</li> <li><input type="checkbox"/> *Locate Object (DC:)</li> <li><input type="checkbox"/> Magic Mouth (DC:22)</li> <li><input type="checkbox"/> Melf's Acid Arrow (DC:)</li> <li><input type="checkbox"/> Minor Image (DC:22)</li> <li><input type="checkbox"/> Mirror Image (DC:)</li> <li><input type="checkbox"/> Owl's Wisdom (DC:22)</li> <li><input type="checkbox"/> *See Invisibility (DC:)</li> <li><input type="checkbox"/> Spider Climb (DC:22)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> *Analyze Portal (DC:23)</li> <li><input type="checkbox"/> Antidragon Aura (DC:23)</li> <li><input type="checkbox"/> Blink (DC:)</li> <li><input type="checkbox"/> *Clairaudience/Clairvoyance (DC:)</li> <li><input type="checkbox"/> Dispel Magic (DC:)</li> <li><input type="checkbox"/> Explosive Runes (DC:23)</li> <li><input type="checkbox"/> False Gravity (DC:23)</li> <li><input type="checkbox"/> Fireball (DC:23)</li> <li><input type="checkbox"/> Fly (DC:23)</li> <li><input type="checkbox"/> Gaseous Form (DC:)</li> <li><input type="checkbox"/> Haste (DC:23)</li> <li><input type="checkbox"/> Hold Person (DC:23)</li> <li><input type="checkbox"/> Invisibility Sphere (DC:23)</li> <li><input type="checkbox"/> Lightning Bolt (DC:23)</li> <li><input type="checkbox"/> Greater Mage Armor (DC:23)</li> <li><input type="checkbox"/> Magic Circle Against Chaos (DC:23)</li> <li><input type="checkbox"/> Magic Circle Against Evil (DC:23)</li> <li><input type="checkbox"/> Magic Circle Against Good (DC:23)</li> <li><input type="checkbox"/> Magic Circle Against Law (DC:23)</li> <li><input type="checkbox"/> Major Image (DC:23)</li> <li><input type="checkbox"/> Nondetection (DC:23)</li> <li><input type="checkbox"/> Phantom Steed (DC:)</li> <li><input type="checkbox"/> Protection from Energy (DC:23)</li> <li><input type="checkbox"/> Scintillating Sphere (DC:23)</li> <li><input type="checkbox"/> Sepia Snake Sigil (DC:23)</li> <li><input type="checkbox"/> Shrink Item (DC:23)</li> <li><input type="checkbox"/> *Tongues (DC:23)</li> <li><input type="checkbox"/> Water Breathing (DC:23)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Antidragon Aura (DC:24)</li> <li><input type="checkbox"/> *Arcane Eye (DC:)</li> <li><input type="checkbox"/> *Assay Spell Resistance (DC:)</li> <li><input type="checkbox"/> Charm Monster (DC:24)</li> <li><input type="checkbox"/> Mass Darkvision (DC:24)</li> <li><input type="checkbox"/> *Detect Scrying (DC:)</li> <li><input type="checkbox"/> Dimension Door (DC:24)</li> <li><input type="checkbox"/> Dimensional Anchor (DC:)</li> <li><input type="checkbox"/> Evard's Black Tentacles (DC:)</li> <li><input type="checkbox"/> Illusory Wall (DC:24)</li> <li><input type="checkbox"/> Greater Invisibility (DC:24)</li> <li><input type="checkbox"/> *Locate Creature (DC:)</li> <li><input type="checkbox"/> Polymorph (DC:)</li> <li><input type="checkbox"/> Remove Curse (DC:24)</li> <li><input type="checkbox"/> *Scrying (DC:25)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 5</li> <li><input type="checkbox"/> Arc of Lightning (DC:25)</li> <li><input type="checkbox"/> Baleful Polymorph (DC:25)</li> <li><input type="checkbox"/> Boreal Wind (DC:25)</li> <li><input type="checkbox"/> Cloudkill (DC:25)</li> <li><input type="checkbox"/> Fabricate (DC:)</li> <li><input type="checkbox"/> False Vision (DC:)</li> <li><input type="checkbox"/> Feeblemind (DC:25)</li> <li><input type="checkbox"/> Mass Fly (DC:25)</li> <li><input type="checkbox"/> Hidden Lodge (DC:)</li> <li><input type="checkbox"/> Hold Monster (DC:25)</li> <li><input type="checkbox"/> Major Creation (DC:)</li> <li><input type="checkbox"/> Mirage Arcana (DC:25)</li> <li><input type="checkbox"/> Overland Flight (DC:25)</li> <li><input type="checkbox"/> Passwall (DC:)</li> <li><input type="checkbox"/> Persistent Image (DC:25)</li> <li><input type="checkbox"/> Phantasmal Thief (DC:)</li> <li><input type="checkbox"/> Prismatic Ray (DC:25)</li> <li><input type="checkbox"/> *Prying Eyes (DC:)</li> <li><input type="checkbox"/> *Rary's Telepathic Bond (DC:)</li> <li><input type="checkbox"/> Sending (DC:)</li> <li><input type="checkbox"/> Stone Shape (DC:)</li> <li><input type="checkbox"/> Telekinesis (DC:25)</li> <li><input type="checkbox"/> Teleport (DC:25)</li> <li><input type="checkbox"/> Wall of Force (DC:)</li> <li><input type="checkbox"/> Wall of Stone (DC:25)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 6</li> <li><input type="checkbox"/> *Analyze Dweomer (DC:26)</li> <li><input type="checkbox"/> Chain Lightning (DC:26)</li> <li><input type="checkbox"/> Contingency (DC:)</li> <li><input type="checkbox"/> Disintegrate (DC:26)</li> <li><input type="checkbox"/> Greater Dispel Magic (DC:)</li> <li><input type="checkbox"/> Extract Water Elemental (DC:26)</li> <li><input type="checkbox"/> Geas/Quest (DC:)</li> <li><input type="checkbox"/> *Interplanar Telepathic Bond (DC:)</li> <li><input type="checkbox"/> *Legend Lore (DC:)</li> <li><input type="checkbox"/> Move Earth (DC:)</li> <li><input type="checkbox"/> Permanent Image (DC:26)</li> <li><input type="checkbox"/> Planar Binding (DC:26)</li> <li><input type="checkbox"/> Prismatic Eye (DC:26)</li> <li><input type="checkbox"/> *Probe Thoughts (DC:26)</li> <li><input type="checkbox"/> Programmed Image (DC:26)</li> <li><input type="checkbox"/> Seal Portal (DC:)</li> <li><input type="checkbox"/> *True Seeing (DC:26)</li> <li><input type="checkbox"/> Veil (DC:26)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 7</li> <li><input type="checkbox"/> Antimagic Aura (DC:27)</li> <li><input type="checkbox"/> Banishment (DC:27)</li> <li><input type="checkbox"/> Delayed Blast Fireball (DC:27)</li> <li><input type="checkbox"/> Drawmij's Instant Summons (DC:)</li> <li><input type="checkbox"/> Ethereal Jaunt (DC:)</li> <li><input type="checkbox"/> Hide from Dragons (DC:27)</li> <li><input type="checkbox"/> Limited Wish (DC:27)</li> <li><input type="checkbox"/> Plane Shift (DC:27)</li> <li><input type="checkbox"/> Prismatic Spray (DC:27)</li> <li><input type="checkbox"/> Reverse Gravity (DC:27)</li> <li><input type="checkbox"/> *Greater Scrying (DC:28)</li> <li><input type="checkbox"/> Greater Teleport (DC:27)</li> <li><input type="checkbox"/> *Vision (DC:)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 8</li> <li><input type="checkbox"/> Dimensional Lock (DC:)</li> <li><input type="checkbox"/> *Discern Location (DC:)</li> <li><input type="checkbox"/> Earth Glide (DC:28)</li> <li><input type="checkbox"/> Excavate (DC:)</li> <li><input type="checkbox"/> Fimbulwinter (DC:)</li> <li><input type="checkbox"/> Ghostform (DC:)</li> <li><input type="checkbox"/> Superior Invisibility (DC:28)</li> <li><input type="checkbox"/> Mind Blank (DC:28)</li> <li><input type="checkbox"/> *Moment of Prescience (DC:)</li> <li><input type="checkbox"/> Phantasmal Thief (DC:)</li> <li><input type="checkbox"/> Greater Plane Shift (DC:28)</li> <li><input type="checkbox"/> Polymorph Any Object (DC:28)</li> <li><input type="checkbox"/> Prismatic Wall (DC:28)</li> <li><input type="checkbox"/> *Greater Prying Eyes (DC:)</li> <li><input type="checkbox"/> Sunburst (DC:28)</li> </ul>	

## Spellbook: Prepared Spells

### Druid

Level 0	Level 1	Level 2	Level 3	Level 4
<ul style="list-style-type: none"> <li><input type="checkbox"/> Create Water (DC:)</li> <li><input type="checkbox"/> Cure Minor Wounds (DC:19)</li> <li><input type="checkbox"/> Know Direction (DC:)</li> <li><input type="checkbox"/> Light (DC:)</li> <li><input type="checkbox"/> Mending (DC:19)</li> <li><input type="checkbox"/> Read Magic (DC:)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Cloudburst (DC:)</li> <li><input type="checkbox"/> Cure Light Wounds (DC:20)</li> <li><input type="checkbox"/> Entangle (DC:20)</li> <li><input type="checkbox"/> Faerie Fire (DC:)</li> <li><input type="checkbox"/> Goodberry (DC:)</li> <li><input type="checkbox"/> Longstrider (DC:)</li> <li><input type="checkbox"/> Produce Flame (DC:)</li> <li><input type="checkbox"/> Speak with Animals (DC:)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Briar Web (DC:21)</li> <li><input type="checkbox"/> Cloudburst (DC:)</li> <li><input type="checkbox"/> Lesser Restoration (DC:21)</li> <li><input type="checkbox"/> Scent (DC:)</li> <li><input type="checkbox"/> Soften Earth and Stone (DC:)</li> <li><input type="checkbox"/> Spider Climb (DC:21)</li> <li><input type="checkbox"/> Tree Shape (DC:)</li> <li><input type="checkbox"/> Warp Wood (DC:21)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Crumble (DC:22)</li> <li><input type="checkbox"/> Cure Moderate Wounds (DC:22)</li> <li><input type="checkbox"/> Daylight (DC:)</li> <li><input type="checkbox"/> Meld into Stone (DC:)</li> <li><input type="checkbox"/> Plant Growth (DC:)</li> <li><input type="checkbox"/> Remove Disease (DC:22)</li> <li><input type="checkbox"/> Stone Shape (DC:)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Arc of Lightning (DC:23)</li> <li><input type="checkbox"/> Dispel Magic (DC:)</li> <li><input type="checkbox"/> Flame Strike (DC:23)</li> <li><input type="checkbox"/> Ice Storm (DC:)</li> <li><input type="checkbox"/> Last Breath (DC:23)</li> <li><input type="checkbox"/> Lay of the Land (DC:)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 5</li> <li><input type="checkbox"/> Baleful Polymorph (DC:24)</li> <li><input type="checkbox"/> Cure Critical Wounds (DC:24)</li> <li><input type="checkbox"/> Death Ward (DC:24)</li> <li><input type="checkbox"/> Panacea (DC:24)</li> <li><input type="checkbox"/> Wall of Thorns (DC:)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 6</li> <li><input type="checkbox"/> Crumble (DC:25)</li> <li><input type="checkbox"/> Greater Dispel Magic (DC:)</li> <li><input type="checkbox"/> Find the Path (DC:25)</li> <li><input type="checkbox"/> Protection from All Elements (DC:)</li> <li><input type="checkbox"/> Superior Resistance (DC:25)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 7</li> <li><input type="checkbox"/> Control Weather (DC:)</li> <li><input type="checkbox"/> Fire Storm (DC:26)</li> <li><input type="checkbox"/> Heal (DC:26)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Level 8</li> <li><input type="checkbox"/> Frostfell (DC:27)</li> <li><input type="checkbox"/> Glacier (DC:)</li> </ul>	

### Wizard

Level 0

- \*Detect Magic (DC:)
- Flare (DC:20)
- Ghost Sound (DC:20)
- Prestidigitation (DC:20)

Level 5

- Feeblemind (DC:25)
- Passwall (DC:)
- \*Rary's Telepathic Bond (DC:)
- Teleport (DC:25)

Level 1

- \*Comprehend Languages (DC:)
- Familiar Pocket (DC:)
- Hold Portal (DC:)
- Mage Armor (DC:21)
- Magic Missile (DC:)

Level 6

- Chain Lightning (DC:26)
- Disintegrate (DC:26)
- \*Interplanar Telepathic Bond (DC:)
- Veil (DC:26)

Level 2

- Blindsight (DC:22)
- \*Detect Thoughts (DC:22)
- Glitterdust (DC:22)
- Mirror Image (DC:)
- \*See Invisibility (DC:)

Level 7

- Antimagic Aura (DC:27)
- Reverse Gravity (DC:27)
- \*Greater Scrying (DC:28)

Level 3

- \*Clairaudience/Clairvoyance (DC:)
- Fireball (DC:23)
- Fly (DC:23)
- Haste (DC:23)
- Scintillating Sphere (DC:23)

Level 4

- \*Arcane Eye (DC:)
- \*Assay Spell Resistance (DC:)
- Mass Darkvision (DC:24)
- Greater Invisibility (DC:24)
- Polymorph (DC:)

## Notes:

Character Sheet Notes: