**Throvannor** Adriaan Renting <u>Ang</u>harradh **Neutral Good** NAME PI AYERNAME DEITY ALIGNMENT Drd4 Div1 DvO2 171000 Sun Elf 5' 8" ArHi12 Medium 107 lbs Low-light CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION Gold, Long 19 190000 149 Male Green 32 Character Level NEXT LEVEL GENDER EYES HAIR POINTS SPEED 130 Walk 40 ft. STR 10 +0 10 +0 AC 26 23 17 10 5 4 3 0 0 4 10 +0 0 DEX 12 +1 16 +3 +3 ARMOR TOTAL FLAT TOUCH SPELL RESIST CON 10 +0 16 +3 **SKILLS** INITIATIVE +3 |+ 22/11 +3 +0 INT +7 30 **SKILL NAME** 24 +10 DEX MISC MODIFIER MODIFIER TOTAL Appraise INT 10 = 10 **WIS** 22 **BASE ATTACK** +6 28 +9 +13/+8/+3 Balance DEX 3 = 3 CHA Bluff CHA 0 = 0 10 10 +0 Climb 0 = 0 STR + 16.0 + Concentration CON 19 3 EPIC = SAVING THROWS TOTAL Control Shape WIS 9 9 **FORTITUDE** +16 +8 +3 +5 +0 +0 Craft (Alchemy) INT 17 = 10 + 7.0 + REFLEX Craft (Bowmaking) INT 15 = 10 + 5.0 ++20 +5 +3 +5 +7 +0 Craft (Scarring) INT 10 = 10 +WILL +31 +5 +17 +9 +0 +0 Craft (Trapmaking) INT 15 = 10 + 5.0 + Craft (Untrained) INT 10 = 10 +TOTA Craft (Woodworking) INT 15 = 10 + 5.0 +**MELEE** +13/+8/+3 +13/+8/+3 +0 +0 +0 +0 Decipher Script INT 15 = 10 + 5.0 + 0 = 0 + **RANGED** Diplomacy CHA +0 +16/+11/+6 +13/+8/+3 +3 +0 +0 Disguise CHA 0 0 **GRAPPLE** +13/+8/+3 +0 +13/+8/+3 +0 **Escape Artist** DFX 3 = 3 Forgery INT = 10 **UNARMED** Gather Information = 0 CHA 2 +13/+8/+3 1d3 20/x2 5 ft. Handle Animal CHA 0 + 5.0 + = **Adamantine Dagger** = 9 Heal WIS 9 Carried PS M 19-20/x2 5 ft. Hide DEX 3 = 3 +14/+9/+4 Intimidate CHA 0 = 0 1d4 Jump STR 4 = 0 + 4 +17/+12/+7 +15/+10/+5 +13/+8/+3 +11/+6/+1 +9/+4/-1 Knowledge (Arcana) INT 24 = 10 + 12.0 + )an 1d4 1d4 1d4 1d4 Knowledge (Architecture and INT 16 = 10 + 6.0 +Adamantine Engineering) Knowledge (Dungeoneering) INT 16 = 10 + 6.0 + Dagger (Alchemical Silver) Carried PS M 19-20/x2 5 ft. Knowledge (Geography) INT 16 = 10 + 6.0 +TOTAL ATTACK BONUS Knowledge (History) INT 16 = 10 + 6.0 ++13/+8/+3 1d4-1 Knowledge (Local) INT 22 = 10 + 12.0 + +16/+11/+6 +14/+9/+4 +12/+7/+2 +10/+5/+0 +8/+3/-2 25 = 10 + 9.0 + 6 Knowledge (Nature) INT 1d4-1 1d4-1 1d4-1 1d4-1 1d4-1 Knowledge (Nobility and INT = 10 + 4.0 + Alchemical Silver Steel Royalty) Knowledge (Religion) INT 24 = 10 + 11.0 + 3Longbow (Composite/+1 (Weapon)) Both М Knowledge (The Planes) INT 23 = 10 + 13.0 + 20/x3 30 ft 110 ft Listen WIS 22 = 9 + 9.0 ++19/+14/+9 +19/+14/+9 +17/+12/+7 +15/+10/+5 +13/+8/+3 = 3 Move Silently 3 DFX 1d8+2 1d8+2 1d8+2 1d8+2 1d8+2 Perform (Untrained) = 0 CHA **Special Properties** Masterwork, Wood + 5.0 + WIS \*: 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. Profession (Herbalist) 14 = 9 Profession (Hunter) WIS 14 = 9+ 5.0 + Profession (Scribe) WIS 15 = 9 + 6.0 + + 1.0 + Ride DEX 6 = 3 2 \*Leather (Leafweave/Masterwork/+3 Light 5 +5 +0 Ride (Dire Bat) DEX 3 2 5 = (Armor)) Ride (Giant Strider) DFX 5 = 32 \*Buckler (Masterwork/+3 (Shield)/Wood) Shield 5 Ride (Hippogriff) DEX +0 5 3 2 Masterwork, Steel, Wood INT Search 14 = 10 4 \*Ioun Stone (Dusty Rose) 0 +0 Sense Motive WIS 9 = 9 Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head Prism insight bonus to AC Speak Language(Abyssal, 11 = 0 + 11.0 +\*Ring of Protection +3 +0 0 Aquan, Drow, Goblin, Ignan, Grants +3 deflection bonus to AC Infernal, Netherese, Orc. Terran, Undercommon, **DRUID WILDSHAPE** Thorass) Uses per day \_\_\_\_\_ Spellcraft INT = 10 + 19.0 + 2 WIS 27 = 9 + 14.0 + Duration = 16 Hours Spot 4 + 8.0 + Survival WIS 19 9 = 2 Swim STR 0 = 0 3 Use Rope DFX 3 =

Longbow (Masterwork)		HAND Carried	TYPE	SIZE		ITICAL 0/x3	REACH 5 ft.		
	30 ft.	100 ft.	200 ft.		300 ft.			400 ft.	
TH	+19/+14/+9	+19/+14/+9	+1	+17/+12/+7		+15/+10/+5			/+8/+3
Dam	1d8+1	1d8+1	1d8+		1d8+1		1d8+1		
Special Properties				Masterwoi	k. Woo	d			

Longsword (+1 (Weapon)/Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH		
		Carried	S	M	19-20/x2	5 ft.		
TOTAL A	TTACK BONUS	DAMAGE						
+1	1d8+1							
Special Properties	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						
Special Properties	Wood							

Adamantine  Animal Training Kit  +2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.  Arrows (20)  Steel, Wood  DDDDD  Masterwork Bowmaking Artisan's Tools Howasterwork  Masterwork Trapmaking Artisan's Tools Masterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Bedroll Howasterwork  Bell Howasterwork  Bell Howasterwork  Bell Howasterwork  Bell Howasterwork  Bell Howasterwork  Bocob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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  2 lbs., 1 Bucket  Buckler (Masterwork/+3  (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops Howasterwork, Steel, Wood  Caltrops Howasterwork Howasterwork Howasterwork, Steel, Wood  Case (Map or Scroll)  0 lbs.  Case (Map or Scroll)  0 lbs.  Chess Set (Fine) Howasterwork Howasterwork Howasterwork, Steel, Wood  Crowbar Howasterwork Howasterwor				
Adamantine Dagger Adamantine Animal Training Kit +2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.  Arrows (20) Steel, Wood DDDDD Masterwork Bowmaking Artisan's Tools Masterwork Masterwork Trapmaking Artisan's Tools Masterwork Masterwork Woodworking Artisan's Tools Masterwork Masterwork Woodworking Artisan's Tools Masterwork Bedroll He Belt of Stamina +6 (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork)), Ability Bonus (Enhancement), Masterwork Boccob's Blessed Book Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost Boots of the Winterlands Wearer is able to travel across snow at his normal speed, leaving not racks. 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.  Greater Bracers of Archery 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 Olbs.  Bucket Olbs. Bucket Case (Map or Scroll) Olbs.  Case (Map or Scroll) Olbs.  Chess Set (Fine)  Cloak of Resistance +5 Offer magic protection in the form of a +5 resistance bonus on all saving throws Crowbar  He Dagger (Alchemical Silver)				
Adamantine  Animal Training Kit  +2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.  Arrows (20)  Steel, Wood  IDDIDD  Masterwork Bowmaking Artisan's Tools Masterwork  Masterwork Trapmaking Artisan's Tools Masterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Bedroll Hit  Belt of Stamina +6  (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork)),  Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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 endurre elements spell.  Greater Bracers of Archery  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  Olbs.  Bucket  Clase (Map or Scroll)  Olbs.  Case (Map or Scroll)  Olbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Hell  Dagger (Alchemical Silver)	LOCATION Heward's Handy	QTY 1	WT 1.0	3002.0
#2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.  Arrows (20) Steel, Wood  DDDDD  Masterwork Bowmaking Artisan's Tools Hamsterwork  Masterwork Trapmaking Artisan's Tools Hamsterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Bedroll He  Belt of Stamina +6  (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork)), Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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  2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops He  Case (Map or Scroll)  o lbs.  Case (Map or Scroll)  o lbs.  Chess Set (Fine) He  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar He  Dagger (Alchemical Silver)	Haversack	•	1.0	0002.0
Arrows (20)  Steel, Wood  CICICIC  Masterwork Bowmaking Artisan's Tools Howasterwork  Masterwork Trapmaking Artisan's Tools Howasterwork  Masterwork Woodworking Artisan's  Tools  Masterwork  Bedroll Howasterwork  Bell Howasterwork  Bell Howasterwork  Bell Gelt (Ability Bonus (Enhancement) (CON +6)/Masterwork)), Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gb per plage material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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  0 lbs.  Bucket  2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops Howasterwork, Steel, Wood  Caltrops Howasterwork, Steel, Wood  Casse (Map or Scroll)  0 lbs.  Chess Set (Fine) Howasterwork Howasterwork and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the form of a +5 resistance bonus on all screen and the fo	Heward's Handy Haversack	1	15.0	75.0
Masterwork Meditaria Masterwork Masterwork Meditaria Masterwork Meditaria Masterwork Meditaria Masterwork Meditaria Masterwork Meditaria Meditaria Masterwork Meditaria Medita	Quiver of Ehlonna	5	3.0 (15.0)	1.0 (5.0)
Masterwork  Masterwork Woodworking Artisan's Tools  Masterwork  Bedroll  Bell  Belt of Stamina +6  (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork)), Ability Bonus (Enhancement), Masterwork  Mizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops  Candle  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Hell  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	5.0	55.0
Tools  Masterwork  Bedroll He  Belt of Stamina +6  (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork)), Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops He  Case (Map or Scroll) 0 lbs.  Chess Set (Fine) He  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	5.0	55.0
Bell Belt of Stamina +6  (Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork), Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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 loe (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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops Hood  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Hotagger (Alchemical Silver)	Heward's Handy Haversack	1	5.0	55.0
Belt of Stamina +6  (Belt (Ability Borus (Enhancement) (CON +6)/Masterwork)), Ability Borus (Enhancement), Masterwork  Boccob's Blessed Book  Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops  Candle  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Hotagger (Alchemical Silver)	Heward's Handy Haversack	1	5.0	0.1
(Belt (Ability Bonus (Enhancement) (CON +6)/Masterwork) Ability Bonus (Enhancement), Masterwork  Boccob's Blessed Book Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops He  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  He  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	0.0	1.0
Wizards can scribe spells into the 1000 page book without paying the 25gp per page material cost  Boots of the Winterlands  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 (ce (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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops  Candle  He  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  He  Dagger (Alchemical Silver)	Equipped	1	0.01	36050.0
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 loe (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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops  Candle  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Heading the saving throws the saving throws  Crowbar	Equipped	1	1.0	12500.0
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.  Greater Bracers of Archery  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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops He  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)	Equipped	1	1.0	2500.0
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 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops Ho  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)				
Bucket 0 lbs.  Bucket 2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood) Masterwork, Steel, Wood  Caltrops  He  Candle  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine)  Cloak of Resistance +5 Offering protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)	Equipped	1	1.0	25000.0
2 lbs., 1 Bucket  Buckler (Masterwork/+3 (Shield)/Wood)  Masterwork, Steel, Wood  Caltrops Ho  Candle Ho  Case (Map or Scroll) 0 lbs.  Case (Map or Scroll) 0 lbs.  Chess Set (Fine) Ho  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar Ho  Dagger (Alchemical Silver)	Bucket	1	2.0	0.5
(Shield)/Wood)  Masterwork, Steel, Wood  Caltrops He  Candle He  Case (Map or Scroll) He  O lbs.  Case (Map or Scroll) He  O lbs.  Chess Set (Fine) He  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar He  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	2.0	0.5
Caltrops He Candle He Case (Map or Scroll)  Olibs. Case (Map or Scroll)  He Olibs. Chess Set (Fine) He Cloak of Resistance +5 Offer magic protection in the form of a +5 resistance bonus on all saving throws Crowbar He Dagger (Alchemical Silver)	Equipped	1	5.0	9165.0
Case (Map or Scroll)  Case (Map or Scroll)  Case (Map or Scroll)  O lbs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)	Heward's Handy Haversack	2	2.0 (4.0)	1.0 (2.0)
O libs.  Case (Map or Scroll) O libs.  Chess Set (Fine)  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar  Dagger (Alchemical Silver)	Heward's Handy Haversack	10	0.0 (0.0)	0.01 (0.1)
0 lbs.  Chess Set (Fine) He  Cloak of Resistance +5  Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar He  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	0.5	1.0
Cloak of Resistance +5 Offer magic protection in the form of a +5 resistance bonus on all saving throws Crowbar He Dagger (Alchemical Silver)	Heward's Handy Haversack	1	0.5	1.0
Offer magic protection in the form of a +5 resistance bonus on all saving throws  Crowbar He  Dagger (Alchemical Silver)	Heward's Handy Haversack	1	7.0	25.0
Dagger (Alchemical Silver)	Equipped	1	1.0	25000.0
,	Heward's Handy Haversack	1	5.0	2.0
= 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 2 2	Heward's Handy Haversack	1	1.0	22.0
- resiming 1 res (== = q. + n)	Heward's Handy Haversack Heward's Handy	1	5.0	1.0
TOTAL WEIGHT CARRIED/VAL	Haversack	1		573873.4
TOTAL WEIGHT CARRIED/VAL	LOL		lbs.	gp

EQUIPMI	ENT			
ITEM	LOCATION	QTY	WT	COST
Gloves of Dexterity +4 Add to the wearers Dexterity score in the form of an	Equipped	1	0.01	16000.0
enhancement bonus of +4 Goggles of Day	Equipped	1	0.0	4000.0
Headband of Intellect +6	Equipped	1	0.01	36000.0
Adds to the wearers Intelligence score in the form of an	Equippou	•	0.01	00000.0
enhancement bonus of +6 Heward's Handy Haversack	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 Trapmaking Artisan's Tools, 10 Torch, 2 Universal Solvent, 1 Vial, 1 Vial, 1 Waterskin, 1 Whetstone, 1 Aleeian 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 Maximize, 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 Unit of the Stilver piece (pp), 10 White pearl, 1 Bedroll, 1 Bell, 1 Bucket It has two side pouches, each of which appears large enough to 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.				
Ink Vial (1 oz.)	Heward's Handy	1	0.0	8.0
Inkpen	Haversack Heward's Handy Haversack	1	0.0	0.1
Ioun Stone (Clear)	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				
loun Stone (Dusty Rose)	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				
Leather (Leafweave/Masterwork/+3 (Armor))  Masterwork	Equipped	1	9.0	9900.0
Longbow (Composite/+1 (Weapon)) olbs. Masterwork, Wood	Equipped	1	3.0	2400.0
Longbow (Masterwork) 0 lbs. Masterwork, Wood	Quiver of Ehlonna	1	3.0	375.0
Longsword (+1 (Weapon)/Cold Iron) Cold Iron, Masterwork, Steel	Heward's Handy Haversack	1	4.0	2330.0
Mug or Tankard (Clay)	Heward's Handy Haversack	1	1.0	0.02
Oil Flask (1 pt)	Heward's Handy Haversack	3	1.0 (3.0)	0.1 (0.3)
Cold Weather Outfit +5 circumstance bonus on Fort saves vs cold	Equipped	1	7.0	0.0
Cold Weather Outfit +5 circumstance bonus on Fort saves vs cold	Heward's Handy Haversack	1	7.0	0.0
Parchment (Sheet)	Heward's Handy Haversack	10	0.0 (0.0)	0.2 (2.0)
Periapt of Wisdom +6	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  Wood	Heward's Handy Haversack	1	4.0	0.0
Quiver of Ehlonna 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	Equipped	1	2.0	1800.0
Rare oils and unguents	Heward's Handy Haversack	2	0.5 (1.0)	500.0 (1000.0)
(Reading lamp)  Ring of Freedom of Movement  Allows wearer to act as if continually under the effect of a	Equipped	1	0.01	40000.0
Freedom of Movement spell  Ring of Protection +3	Equipped	1	0.01	18000.0
Grants +3 deflection bonus to AC				
Rod of Metamagic - Lesser Extend May cast up to three spells per day (up to 3rd Ivi) that are extended	Heward's Handy Haversack	1	5.0	3000.0
Rod of Metamagic - Lesser Maximize  May cast up to three spells per day (up to 3rd lvl) that are maximized	Heward's Handy Haversack	1	5.0	14000.0
Sack 0 lbs.	Heward's Handy Haversack	1	0.5	0.1
TOTAL WEIGHT CARRIED/V	/ALUE			573873.44
			lbs.	gp

EQUIPMI	ENT			
ITEM	LOCATION	QTY	WT	COST
Sack 0 lbs.	Heward's Handy Haversack	1	0.5	0.1
Horseless Saddle	Heward's Handy Haversack	1	1.0	500.0
Sealing Wax	Heward's Handy Haversack	1	1.0	1.0
Sewing Needle	Heward's Handy Haversack	1	0.01	0.5
Soap (Per Lb.)	Heward's Handy Haversack	2	1.0 (2.0)	0.5 (1.0)
Sovereign Glue	Heward's Handy	1	0.01	2400.0
One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union	Haversack			
Spell Component Pouch	Equipped	1	3.0	5.0
Spellbook copy (Scroll of Zone of Silence)	Heward's Handy Haversack	398	0.0 (0.0)	50.0 (19900.0)
Spool of Endless Rope	Heward's Handy	1	1.0	2000.0
contains an unlimited amount of the fi nest silk rope	Haversack			
Super Sending Stone	Heward's Handy Haversack	1	1.0	15000.0
Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, Mde in pairs, may send a message between pairs 1/day, (Sending Stones)	Havesdack			
Tome of Clear Thought +4	Heward's Handy	1	5.0	110000.0
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of +4 to her Intelligence	Haversack			
Tome of Understanding +4  If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of +4 to her Wisdom	Heward's Handy Haversack	1	5.0	110000.0
Torch	Heward's Handy Haversack	10	1.0 (10.0)	0.01 (0.1)
Universal Solvent	Heward's Handy	2	0.01	50.0
This substance has the unique property of being able to dissolve sovereign glue, tanglefoot bags, and the adhesive created by a kuo-toa	Haversack		(0.02)	(100.0)
Vial o lbs.	Heward's Handy Haversack	1	0.1	1.0
Vial 0 lbs.	Heward's Handy Haversack	1	0.1	1.0
Wand of Cure Moderate Wounds	Equipped	1	0.1	4500.0
Spell Effect (50 Charges/Spell Trigger)				
Waterskin <sup>0 lbs.</sup>	Heward's Handy Haversack	1	4.0	1.0
Whetstone	Heward's Handy Haversack	1	1.0	0.02
Aleeian Wine, Elven	Heward's Handy Haversack	1	1.5	100.0
Wine (Fine/Bottle)	Heward's Handy Haversack	2	1.5 (3.0)	10.0 (20.0)
TOTAL WEIGHT CARRIED/V	'ALUE		31.18	573873.4

	WEIGHT ALLOWANCE								
Light	33	Medium	66	Heavy	100				
Lift over head	100	Lift off ground	200	Push / Drag	500				

MONEY	
Platinum piece (pp): 5[Heward's Handy Haversack]	
Gold piece (gp): 76[Heward's Handy Haversack]	
Silver piece (sp): 5[Heward's Handy Haversack]	
Copper piece (cp): 6[Heward's Handy Haversack]	
1 x Blue diamond (5000) [Heward's Handy Haversack]	
10 x White pearl (100) [Heward's Handy Haversack]	
	Total = 6126.56 gp

SPECIAL ABILITIES
+2 bonus to Spellcraft when learning Divination
+2 racial saving throw bonus against Enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a search check to notice it as if she were actively looking for the door.
Animal Companion (Ex) ~ Effective Level 4
Channel Animal 6/day (Sp)
Channel Plant 2/day (Sp)
Companion Familiar
Ignore Arcane Spell Failure
Immunity to magic sleep spells and effects.
Nature Sense (Ex)
Practiced Spellcaster (Druid ,Wizard)
Prescient Sense (Ex)
Resist Nature's Lure (Ex) ~ +4 to save vs, fey abilities
Scry bonus (Su)
Spontaneous Casting ~ May channel stored spell energy into summoning spells not prepared in advance
Summon Familiar
Trackless Step (Ex) ~ Cannot be tracked in natural surroundings
Wild Empathy (Ex) ~ +6
Wildshape (Su) ~ (Large, Tiny, Plant, Huge) 16 hours 5/day ~ (Elemental) 16 hours 1/day
Woodland Stride (Ex) ~ May move through undergrowth at normal speed without taking damage

	FEATS
Education (Knowledge (Arcana), Knowledge (Nature))	All Knowledge skills are class skills for your current 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.

### **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

## PROHIBITED

Necromancy

Saddle on Mount

# **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 DO	Saving Throw	Time	Duration	Range Com	o. Spell Resistance	School	Source
Animal Trick 19	<b>y</b>	1 action	Instantaneous	Close (70 ft.) V, S,	DF Yes	Transmutation	motwld: p.82
ffect: Your animal companion performs a trick of your choosing that				animal friendship effect	anion gonded to you by an	Caster Level: 19	
Create Water	None	1 standard action	Instantaneous	Close (70 ft.) V, S	No	Conjuration (Creation) [Water	phb: p.215
ffect: Generates wholesome, drinkable water - 38 gallons.				Target: Up to 38 gallons of	f water	Caster Level: 19	
Cure Minor Wounds 19	Will half (harmless); see text	1 standard action	Instantaneous	Touch V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
ffect: You channel positive energy through your hand that cures 1 p	oint of damage.			Target: Creature touched		Caster Level: 19	
Darkseed 19	Reflex negates	1 action	1 day	Close (70 ft.) V, DF	Yes	Transmutation	motwld: p.86
ffect: If the target fails its Reflex save, it takes 1 point of damage when the control of the c				Target: One normal plant		Caster Level: 19	
Dawn 19	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft. V	Yes (harmless)	Abjuration	splcmp: p,59
ffect: Sleeping/unconscious creatures in area awaken.				on you	5 ft. radius burst centered	Caster Level: 19	
Dawn 19	Fortitude negates (harmless)	1 action	Instantaneous	Personal V	Yes	Abjuration	motwld: p.86
ffect: All sleeping creatures in the area awaken				Target: All creatures in 15 you	-ft. radius burst centered or	Caster Level: 19	
Daze Animal	Will negates	1 action	1 round	Close (70 ft.) V, S,	DF Yes	Enchantment (Compulsion)	motwld: p.86
ffect:				Target: One Medium-size	or smaller animal [less thar	[Mind-affecting] Caster Level: 19	
This enchantment clouds the target animal's mind	None	1 action	Concentration up to 210 mins	5HD] 60 ft. or 1 mile V, S	No	Divination	magfae: p.88
ffect:				Target: Quarter circle ema		Caster Level: 21	
You can see fey crossroads within 60' if your visibility isn't bloom to be provided in the case of the	None		Concentration, up to 21 minutes	extreme of the range 60 ft. V, S	No	Divination	draco: p.107-108
ffect:		action		Target: Cone-shaped ema	nation	Caster Level: 21	
You detect magical auras.	None		I Instantaneous	Close (75 ft.) V, S	No	Divination	phb: p.219
ffect:		action		Target: One creature, one	object, or a 5-ft. cube	Caster Level: 21	
You determine whether a creature, object, or area has been p		1 action	190 minutes	Touch V, DF	Yes (harmless)	Transmutation	motwld: p.88
ffect:	(harmless)			Target: Creature touched	, ,	Caster Level: 19	·
Grants the subject the ability to see through normal smoke, fir			I Instantaneous	Close (70 ft.) V	Yes	Evocation [Light]	phb: p.232
ffect:	·	action		Target: Burst of light		Caster Level: 19	F. S. F. E. S.
This cantrip creates a burst of light. If you cause the light to aless it makes a successful Fortitude save. ~ -1 on attack rolls	burst directly in front of a	single crea	ture, that creature is dazzled for 1 minut			Oddici Edvoi. 13	
Guidance 19	Will negates (harmless)	1 standard	1 1 minute or until discharged	Touch V, S	Yes	Divination	phb: p.238
iffect: This spell imbues the subject with a touch of divine guidance.	,		nonus on a single attack roll, saving throw	Target: Creature touched		Caster Level: 21	
r skill check. It must choose to use the bonus before making th			I Instantaneous	Personal V, S	No	Divination	phb: p.246
☐☐☐☐ Know Direction	None	action	instantaneous		140	Caster Level: 21	prib. p.240
You instantly know the direction of north from your current pos		4	1 400	Target: You	DE N-		-hh 040
الـالـالـالـا Light	None	action	I 190 minutes	Touch V, M/	DF No	Evocation [Light]	pnb: p.248
ffect: This spell causes an object to glow like a torch, shedding brig		and dim liq	ght for an additional 20 feet] from the poir	Target: Object touched nt		Caster Level: 19	
ou touch. The effect is immobile, but it can be cast on a movab DDDDDD 19	Will negates		Instantaneous	10 ft. V, S	Yes (harmless, object	t) Transmutation	phb: p.253
ffect:	(harmless, object)	action		Target: One object of up t	o 1 lb.	Caster Level: 19	
Mending repairs small breaks or tears in objects [but not warn objects such as a ring, a chain link, a medallion, or a slender day	gger, providing but one br	eak exists.					
□□□□□ Naturewatch	None	action	I 190 minutes	Close (70 ft.) S	No	Necromancy	cmpdvn: p.170
ffect: As deathwatch, but on animals and plants.				Target: Quarter circle ema extreme of the range		Caster Level: 19	
I□□□□ Naturewatch  ffect:	None	1 action	190 minutes	Close (70 ft.) S  Target: Quarter circle ema	No inating from you to the	Necromancy  Caster Level: 19	magfae: p.110
Identical to deathwatch, but only functions on animals and pla		1 standard	I Instantaneous	extreme of the range 10 ft. V, S	Yes (object)	Transmutation	phb: p.267
DDDD Purify Food and Drink 19	will flegates (object)	action	instantaneous				prib. p.207
This spell makes spoiled, rotten, poisonous, or otherwise cont			itable for eating and drinking.	Target: 19 cu. ft. of contar		Caster Level: 19 Transmutation	magfae: p.112
☑□□□□□ Ram's Might ffect:	None	i action	ra millules	Personal V, S Target: You	No	Caster Level: 19	mayiae. p.112
You add extra power to your unarmed attacks.	None	1 standard	I 210 minutes	Personal V, S,	F No	Divination	draco: p.107-108
ffect:		action		Target: You		Caster Level: 21	
By means of read magic, you can decipher magical inscript nintelligible. This deciphering does not normally invoke the mag	ons on objects-books, so	rolls, weap	ons, and the like-that would otherwise b t may do so in the case of a cursed scroll	e			
Resistance 19		1 standard			M/DF Yes (harmless)	Abjuration	phb: p.272
ffect: You imbue the subject with magical energy that protects it fror	, ,		nus on saves.	Target: Creature touched		Caster Level: 19	
Scarecrow 19			19 rounds	Close (70 ft.) V, S	Yes	Necromancy [Fea Mind-affecting]	r,motwld: p.93
ffect: The subject becomes shaken, suffering a -2 morale penalty or	attack rolls saves and	checks for ++	ne duration of the snell	Target: One animal		Caster Level: 19	
The subject becomes shaken, suitening a -2 morale penalty of		1 standard		Touch V, S,	DF Yes (harmless)	Transmutation	phb: p.298
iffect:	(namiless)	action		Target: Creature touched		Caster Level: 19	
The subject gains 1 temporary hit point							
Name	South - The	Tiese	LEVEL 1	Panga	Small Desire	Sahari	Source
Name DO	None	Time 1 round	Duration Concentration, up to 19 rounds [D]	Range Com Close (70 ft.) V, S,		School Transmutation	Source splcmp: p,12
				Target: One Small fire		[Fire] Caster Level: 19	
Turn campfire into Small elemental.	None	1 round	Concentration, up to 19 rounds [D]	Close (70 ft.) V, S,	M No	Transmutation	splcmp: p,13
			* =Domain/Speciality Spell				

Part					Druid Spells					
The part of the desire of the part of the	Effect:					Target: Cube of wa	ter un to 5 f	t on a side		
Married Depth (1998)	Turn quantity of water into Small elemental.  Animate Wood  Effect:		None	1 round	Concentration, up to 19 rounds [D]	Touch	V, S, M	No	Transmutation	splcmp: p,13
Martin   M	Aspect of the Wolf				190 minutes [D]		V, S, M/D	F		splcmp: p,16
Second continue of the conti					19 rounds	-	V, S			splcmp: p,18
The state in all processes and intersequenting of the state of processes and intersection of the state of processes and in		20	Fortitude negates	1 standard	19 minutes	-	V. S. M/D	F Yes (harmless)		splcmp: p.22
The control of the co	Effect:		(harmless)	action				,		
Second   Process   Proce	□□□□□ Beast Claws  Effect:				19 hours		V, S, M			splcmp: p,25
Part	Your hands become slashing natural weapons.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20			19 minutes			Yes (harmless)	(Compulsion) [Mind-Affecting]	splcmp: p,25
Mariane   Mari	□□□□□ Beget Bogun		None		Instantaneous	Touch	V, S, M, XP	No	Conjuration (Creation)	cmpdvn: p.152
March   Control   March   Ma					19 hours [D]	- '				splcmp: p,38
Money   Property of the Judged   Property of	Effect: You gain +10 competence bonus on Climb checks in tree:	s and c	an brachiate through fo			Target: You			Caster Level: 19	
Selection   Sele	□□□□□ Breath of the Jungle  Effect:			1 standard	19 minutes					splcmp: p,39
Trick contained contained in a substance of contained and an expension of an e	Fog makes poison and diseases harder to resist.  Buoyant Lifting		None		19 minutes [D]; see text	Close (70 ft.)	S, DF	No	Evocation	splcmp: p,40
Mind   Administration   Campud layer   Administration   Camp	Effect: Underwater creatures rise to surface.  Calm Animals	20	Will negates; see text	1 standard	19 minutes	than 20 ft. apart			Enchantment	phb: p.207
Case   Control   Case   C	Effect: You soothe and quiet animals. Calms 2d4+19 HD of anim	als.		action		Target: Animals with	hin 30 ft. of	each other	[Mind-Affecting]	
Money   Mone	Camouflage				190 minutes		V, S			cmpdvn: p.157
Vision and part out coloring to match the environment surround position   2 action   100 minutes   1 action   100 minutes   10	□□□□□ Camouflage  Effect:			1 action	190 minutes		V, S	No		magfae: p.83
Varianch your environment, again agric of the place of	Camouflage  Effect:		None			Personal	V, S, M	No		motwld: p.85
As charm person but affects a ceasure of the animal year of the Bara and a content of the animal year	You change your coloring to match your environment, gail			1 standard		Close (70 ft.)		Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.208
Transmitted   Part	Effect: As charm person but affects a creature of the animal type Claws of the Bear				19 rounds	-				splcmp: p,47
Street			None		19 rounds		V. S	No		potfae: p.101
Filter:   Touched creature gains increased climbing ability.   Some content of the content of	Effect: Your hands become weapons dealing 1d8 damage.	20				Target: You			Caster Level: 19	
	Effect:	20			19 minutes [D]			res (namiess)		sрістір. р,47
Second   Cold   Fire   Cold   Fire   Cold   Cold   Fire   Cold	Cloudburst Effect:		None	1 round	190 minutes [D]					splcmp: p,49
Target: Concine blue and white, emits cold.	Hampers vision and ranged attacks, puts out normal fires.  Cold Fire		Fortitude half			Close (70 ft.)	V, S, DF	No (fire source) or		splcmp: p,50
Creation (Codia) This pell creates a creature constructed from magical ice. This pell creates a creature constructed in the fail of the pell creates a creature constructed in the fail of the pell creates a creature for the pell creates a creature for the pell creates a creature for the pell creates a create from magical ice. This pell creature for the pell creature for the pell creates a creature for the pell creates a create from magical ice. This pell creature for the pell creat			(* * * * * * * * * * * * * * * * * * *	1 round	19 rounds [D]	creature; see text			Conjuration	frstbn: p.91
action Target: Creature touched contenting and points while charging.  Target: Creature touched creature gains bonus while charging.  Target: Touched creature gains bonus while charging.  Target: Touched Snow  None  1 standard 19 hours action  1 standard 19 hours action  Target: 19 20-ft. by 20-ft. squares of snow  Caster Level: 19  Target: 19 20-ft. by 20-ft. squares of snow  Caster Level: 19  Target: 19 20-ft. by 20-ft. squares of snow  Caster Level: 19  Target: Creature touched  Conjuration (Healing)  Caster Level: 19  Target: Creature touched  Target: Cr	Effect:	١.				Target: One conjure	ed ice creat	ure	(Creation) [Cold] Caster Level: 19	
Select:   Sele	Crabwalk  Effect: Touched greature gains beaus while charging		None		19 minutes			No		splcmp: p,53
An are of fallen snow designated by you becomes hard and crumbly, generating a loud crunch when stepped upon.    Cure Light Wounds   20   Will half (harmless);   1 standard Instantaneous action   20   Will half (harmless);   1 standard Instantaneous action   20   Will half (harmless);   1 standard Instantaneous   20   Will negates (harmless)   3   19 rounds   19 rounds   19 rounds   10   19 rounds   10   10   10   10   10   10   10   1	Touched creature gains bonus while charging.  Crunchy Snow  Effect:		None		19 hours		Frostfell		[Cold]	frstbn: p.92
You channel positive energy through your hand that cures 1d8+5 damage    Deep Breath	An area of fallen snow designated by you becomes hard aCure Light Wounds		Will half (harmless);	1 standard				Yes (harmless); see	Conjuration	phb: p.215
Target: You Caster Level: 19    Caster Level: 19   Caster Level: 21   Caster Level	Effect: You channel positive energy through your hand that cures Deep Breath	1d8+5		immediate	19 rounds	-			Caster Level: 19 Conjuration	splcmp: p,61
(harmless) action  Target: Creature touched Caster Level: 19  Caster Level: 19  Detect Animals or Plants  None 1 standard Concentration, up to 210 minutes action  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Caster Level: 21  Caster Level: 21  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Caster Level: 21  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Caster Level: 21		20	Will negates		24 hours	-	VSDE	Vas (harmless)		splemp; p.63
Detect Animals or Plants  None 1 standard Concentration, up to 210 minutes action  Target: Cone-shaped emanation  Caster Level: 21  Target: Cone-shaped emanation  Caster Level: 21  Target: Cone-shaped emanation  Caster Level: 21  Target: Cone-shaped emanation  Phb: p.218  Divination  Phb: p.218  Phical Caster Level: 21  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Target: Cone-shaped emanation  Phb: p.218  Caster Level: 21  Target: Cone-shaped emanation  Target: Cone-shaped	Effect:	20			24 HUUIS			res (natifiless)	(Healing)	эринир. р,оз
You can detect a particlar kind of animal or plant in a cone emanating out from you in whatever direction you face.  1 standard Concentration, up to 210 minutes action  2 action  Target: Cone-shaped emanation  Caster Level: 21  You can detect simple pits, deadfalls, and snares as w as mechanical traps constructed of natural materials	Detect Animals or Plants			action	·					phb: p.218
You can detect simple pits, deadfalls, and snares as w as mechanical traps constructed of natural materials	You can detect a particlar kind of animal or plant in a coneDetect Snares and Pits	e emana		1 standard		60 ft.	V, S	No	Divination	phb: p.220
=Domains Open	Effect: You can detect simple pits, deadfalls, and snares as w as	mecha	nical traps constructed	of natural m	naterials * =Domain/Speciality Spell	Target: Cone-shape	ed emanation	on	Caster Level: 21	

				Druid Spells					
□□□□ Ease of Breath		None	1 standard		Touch	V, S, DF	No	Necromancy [Cold	d]frstbn: p.93
ffect:			action		Target: Creature tou	iched		Caster Level: 19	
You grant the target the ability to survive in thin air.	20	Will negates	1 standard	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
I□□□□ Endure Elements  ffect:	20	(harmless)	action	24 110013			res (namiess)	Caster Level: 19	prib. p.220
ਰਦਸ਼: Subject suffers no harm from being in a hot or cold enviror	nment.				Target: Creature tou	icnea		Caster Level: 19	
l□□□□ Enrage Animal		None	1 standard action	Concentration +19 rounds	Medium (290 ft.)  Target: One animal	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 19	splcmp: p,82
Animal rages like barbarian, not fatigued.		5.0			_				
LLL Entangle	20	Reflex partial; see text	1 standard action	19 minutes	Long (1160 ft.)	V, S, DF	No	Transmutation	phb: p.227
fect: Grasses, weeds, bushes and even trees wrap, twist and em to become entangled.	entwir	ne about creatures with	nin the area	of effect, holding them fast and causing	Target: Plants in a 4	0-ft. radius	spread	Caster Level: 19	
□□□□ Faerie Fire		None	1 standard action	19 minutes	Long (1160 ft.)	V, S, DF	Yes	Evocation [Light]	phb: p.229
iect: A pale glow surrounds and outlines the subject. Cancels b	lur co	ncoalment, and the like			Target: Creatures ar burst	nd objects	within a 5-ft. radius	Caster Level: 19	
☐☐☐☐Foundation of Stone	iui, coi	None	1 standard	19 rounds		V, S, DF	No	Transmutation	splcmp: p,99
ect:			action		Target: 19 creatures	s, no two of	which are more than 3	[Earth] 0 Caster Level: 19	
+2 AC, +4 bonus to resist bull rush and trip attacks.		None	1 standard	19 days	ft. apart	V, S, DF		Transmutation	phb: p.237
<b>_</b> LLL_Goodberry		110110	action	To days					p.10. p.201
ect: Casting goodberry upon a handful of freshly picked berries	make	s 2d4 of them magical.	Each cures	1 hp 0.	Target: 2d4 fresh be	erries touch	ed	Caster Level: 19	
⊒□□□ Hawkeye			1 standard action	190 minutes [D]	Personal	V		Transmutation	cmpadv: 151
ect:					Target: You			Caster Level: 19	
Increase range increments by 50%, +5 on Spot checks.		None	1 action	190 minutes	Personal	V	No	Transmutation	motwld: p.89
fect:					Target: You			Caster Level: 19	
Gives you the ability to see accurately at long distances  Healthful Rest	20	Will negates	10 minutes	24 hours	Close (70 ft.)	V, S	Yes (harmless)	Conjuration	cmpadv: 151
fect:		(harmless)			Target:			(Healing) Caster Level: 19	
Subjects heal at twice the normal rate.	20	Mail	10	24 haves		V C	V (h		
□□□□Healthful Rest	20	Will negates (harmless)	10 minutes	24 HUUIS		V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,111
ect: Subjects heal at twice the normal rate.					Target: 19 creatures ft. apart	, no two of	which are more than 3	)Caster Level: 19	
□□□□ Hide from Animals	20	Will negates (harmless)	1 standard	190 minutes		S, DF	Yes	Abjuration	phb: p.241
fect:					Target: 19 creatures	touched		Caster Level: 19	
Animals cannot see, hear, or smell the warded creature and sight, scent, and tremorsense, cannot detect or locate w			pernatural s	ensory capabilities, such as blindsense	<b>,</b>				
□□□□ Horrible Taste	20	Fortitude negates; see text	1 standard	190 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,116
ect:		text	action		Target: Creature or	object touc	hed	Caster Level: 19	
Touched creature or object nauseates biting or swallowing	foes.	Fortitude negates	1 standard	19*10 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.100
fect:		(harmless)	action		Target: Creature tou		, ,	Caster Level: 19	·
You allow a creature to skate across any icy surface, eithe					-				
ILILILI Ivory Flesh	20	Will negates (harmless)	1 standard action	19 hours	Touch	V, S	Yes (harmless)	Transmutation	frstbn: p.101
<i>fect:</i> The subjects flesh and all his equipment turn white, grantir	na him	a +5 circumstance bon	us on Hide	checks in heavy snow or ice areas. In an	Target: Creature tou	iched		Caster Level: 19	
nwhite-hued area [including ebony ice], ivory flesh instead	incurs 20	a 5 penalty on Hide ch Will negates		19 minutes	Touch	V, S, M	Yes	Transmutation	phb: p.246
I∐∐∐Jump 	20	(harmless)	action	13 minutes			165		prib. p.240
<i>fect:</i> The subject gets a +10 enhancement bonus on Jump che	cks. T	he enhancement bonus	sincreases	to +20 at caster level 5th, and to +30 [the	Target: Creature tou e	iched		Caster Level: 19	
aximum] at caster level 9th.	20	Will negates	1 standard	15 rounds	Touch	V, S	Yes (harmless)	Conjuration	cmpdvn: p.186
fect:		(harmless)	action				,	(Healing) Caster Level: 19	
Gain fast healing 1 [max 15 rounds]					Target: Living creatu				
□□□□Lion's Charge	20	Will negates (harmless)	1 action	19 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	svgspc: p.68
fect: Subject can charge, then make full attack in same round.					Target: Creature tou	iched		Caster Level: 19	
Longstrider		None	1 standard	19 hours	Personal	V, S, M	No	Transmutation	phb: p.249
fect:			action		Target: You			Caster Level: 19	
This spell increases your base land speed by 10 feet. [This overment, such as burrow, climb, fly, or swim.	s adjus	stment counts as an enl	hancement	bonus.] It has no effect on other modes of					
□□□□Low-Light Vision	20	Will negates	1 standard	19 hours	Touch	V, M	Yes (harmless)	Transmutation	splcmp: p,134
ect:		(harmless)	acuUII		Target: Creature tou	iched		Caster Level: 19	
See twice as far as a human in poor illumination.	20	Will negates	1 standard	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	draco: p.107-108
l <b>∟l∟l∟l</b> Magic Fang <sub>fect:</sub>	-	(harmless)	action				,		
Magic fang gives one natural weapon of the subject a +1 e					Target: Living creatu			Caster Level: 19	
□□□□ 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
fect: You transmute as many as three pebbles, which can be no	large		hat they stri	ke with great force when thrown or slung	Target: Up to three p	pebbles tou	ıched	Caster Level: 19	
Obscuring Mist	gc	None	1 standard	19 minutes	20 ft.	V, S	No	Conjuration	phb: p.258
ect:			action			ds in 20-ft.	radius from you, 20 ft.	(Creation) Caster Level: 19	
A misty vapor arises around you. It is stationary once crea \[ \begin{align*} \	ted. Th	ne vapor obscures all si		g darkvision, beyond 5 feet. Instantaneous	high	V, F		Divination	cmpdvn: p.171
ect:			Jii . Ouril		Target: You	.,.		Caster Level: 21	p.1111
You know how dangerous the future will be.			1 round	Instantaneous		V, F			spleme n 140
□□□□Omen of Peril  fect:			i iouila	Instantaneous	Personal Target: You	٧, ١٠		Divination  Caster Level: 21	splcmp: p,149
You know how dangerous the future will be.		None	1 round	Instantaneous	_	VE	No		randet: n 160
□□□□□ Omen of Peril  fect:		None	1 round	Instantaneous	Personal Target: You	VF	No	Divination  Caster Level: 21	racdst: p.166
<i>rect:</i> A brief supplication grants you a vision that hints at how da					-				
	20	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.259
□□□□ Pass without Trace								Caster Level: 19	
fect:	rainm	,		neither footnripte per scent. Tracking 45:	Target: 19 creatures	touched		Caster Level. 15	
fect: The subject or subjects can move through any type of ten bjects is impossible by nonmagical means.	rainmu	id, snow, dust, or the lik	keand leave		е -				
ect:  The subject or subjects can move through any type of ter	rainmu	,		neither footprints nor scent. Tracking the Instantaneous	е -	V, S	No	Divination  Caster Level: 21	motwld: p.92

				Druid Spells					
□□□□ Produce Flame		None		19 minutes	0 ft.	V, S	Yes	Evocation [Fire]	phb: p.265
Effect: Flames as bright as a torch appear in your open hand. Th						ur palm		Caster Level: 19	
ne flames can be hurled or used to touch enemies. You car oints.	Suike								
□□□□□ Raging Flame		None	1 standard action	1 minute	Medium (290 ft.)  Target: 30 ft. radius	V, S spread	No	Transmutation [Fire] Caster Level: 19	splcmp: p,164
Fires burn twice as hot, half as long.			1 standard	19 minutes	Personal	V, S		Transmutation	splcmp: p,166
⊒□□□□ Ram's Might  :ffect:			action	To minutes	Target: You	1,0		Caster Level: 19	opioinp. p, roo
Gain +2 to Strength and your unarmed attacks deal normal	al dama 20	age. Fortitude negates	1 standard	190 minutes	-	VEDE	Yes (harmless)		onlamp; n 166
□□□□□ Rapid Burrowing	20	(harmless)	action	190 minutes	Touch  Target: Creature to		res (namiess)	Transmutation  Caster Level: 19	splcmp: p,166
+20 ft. to subject's burrow speed.	20	Fortitude negates	1 action	19 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	svgspc: p.69
ffect: +20 ft. to subject's burrow speed.		(harmless)			Target: Creature to	uched		Caster Level: 19	
Raptor's Sight		None	1 standard	19 hrs [D]	Personal	V, S, DF	None	Transmutation	racwld: p.175
Effect:			action		Target: You			Caster Level: 19	
Your visual acuity improves dramatically. You gain a +5 only half the normal range increment penalty for ranged attains	cks [#1	per range increment in	stead of #2]						
Regenerate Light Wounds	20	Will negates (harmless)	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.92
ffect: With a touch of your hand, you boost the subject's life ene					Target: Living creat			Caster Level: 19	
Remove Scent	20	Will negates	1 standard action	190 minutes	Touch	V, S, M	Yes	Transmutation	splcmp: p,173
ffect: Hides touched creature's scent.					Target: Creature to			Caster Level: 19	
Resist Planar Alignment	20	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,174
iffect: Subject can resist penalties for being of an opposed alignr	ment o				Target: Creature to	uched		Caster Level: 19	
⊒□□□□ Sandblast	20	Reflex half		Instantaneous	10 ft.	V, S, DF	Yes	Evocation	cmpdvn: p.178
iffect: You fire hot sand that deals 1d6 nonlethal damage, stuns	enemi	es.			Target: Semicircula on your hands	r burst of sa	and 10 ft. long, centered	Caster Level: 19	
Shillelagh	20		1 standard action	19 minutes	Touch	V, S, DF	Yes (object)	Transmutation	phb: p.278
iffect: Your own nonmagical club or quarterstaff becomes a wea	non wi	th a +1 enhancement ho		ck and damage rolls	Target: One touche quarterstaff	d nonmagio	al oak club or	Caster Level: 19	
DDDDDSlow Burn	po	None	1 standard action			V, S, M/DI	No	Transmutation [Fire]	splcmp: p,192
Effect:			action		Target: 30 ft. radius	spread		Caster Level: 19	
Fires burn twice as long.  DDDD Snake's Swiftness	20	Will negates (harmless)	1 standard action	Instantaneous	Close (70 ft.)	V, S, M/DI	Yes (harmless)	Transmutation	splcmp: p,193
Effect:		(namiess)	action		Target: One allied of	reature		Caster Level: 19	
Subject immediately makes one attack.		None		Instantaneous	Touch	V, S, M/DI	No	Transmutation	frstbn: p.104
Effect:			action		Target: Snow touch	ed, up to 19	9+10 cu.ft.	Caster Level: 19	
You can form existing snow into any shape that suits your Snowshoes	20	Will negates		19 hours [D]	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,194
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 19	
Subject walks easily on ice and snow.		None	1 standard	19 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.104
Effect:			action		Target: Creature to	uched		Caster Level: 19	
The subject gains the ability to see to the normal limits of nd snow blindness.	t its vis								
□□□□□Speak with Animals		None	1 standard action	21 minutes	Personal	V, S	No	Divination	phb: p.281
Effect: You can comprehend and communicate with animals.					Target: You			Caster Level: 21	
□□□□□ Speed Swim  iffect:	20	Yes (harmless)	1 action	19 minutes	Close (70 ft.)  Target: One creatur	V, S, F re	Yes (harmless)	Transmutation  Caster Level: 19	magfae: p.121
You give the subject creature the ability to swim at speed	30 feet	without having to make None		ks. 19 rounds	Close (70 ft.)		No	Conjuration	phb: p.288
Effect:		110110	. round	To Tourido	Target: One summo			(Summoning) Caster Level: 19	prio. p.200
This spell summons a natural creature. It appears where est of its ability. You conjure creatures from the 1st-level lis				our turn. It attacks your opponents to the	e		-	20701.19	
□□□□ Surefooted Stride		None		19 minutes	Personal	V, S	No	Transmutation	splcmp: p,216
iffect: You can move over rubble as easily as you can over open	groun	d.			Target: You			Caster Level: 19	
Thursday as you can over open a can over open	20	Reflex negates; see text	1 standard action	19 rounds	Close (70 ft.)	V, S, M	Yes	Evocation [Electricity]	splcmp: p,219
Effect: Small lightning bolts deal 1d6 damage/round.					Target: One creatur	re		Caster Level: 19	
Traveler's Mount	20	Will negates	1 standard action	19 hours	Touch	V, S	Yes	Transmutation	cmpdvn: p.184
Effect: Creature moves faster but can't attack.			GOLOTI		Target: Creature to	uched		Caster Level: 19	
Traveler's Mount	20	Will negates	1 standard action	19 hours	Touch	V, S	Yes	Transmutation	splcmp: p,223
Effect:			acuUII		Target: Animal or m	nagical beas	st touched	Caster Level: 19	
Creature moves faster but can't attack.			1 swift	Instantaneous	Personal	V, S, M		Conjuration	splcmp: p,228
iffect:			action		Target: You			(Creation) [Air] Caster Level: 19	
Column of wind lifts you aloft.  Column of wind lifts you aloft.			1 swift	1 round	Personal	V, DF		Divination	cmpadv: 158
Effect:			action		Target: You			Caster Level: 21	
Swift. You can sneak attack plant creatures for 1 round.	20		1 standard	19 rounds	Close (70 ft.)	V, S	No	Conjuration	splcmp: p,235
Effect:		text	action				rea is up to 19 10 ft.	(Creation) Caster Level: 19	
Wall of black smoke obscures vision and nauseates those	who p	ass through. Fortitude negates	1 standard	19 minutes	squares [S] Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
iffect:	-	(harmless)	action		Target: Creature to			Caster Level: 19	
+30 ft. to subject's swim speed.	20	Fortitude negates	1 action	19 minutes	Touch	S, M	Yes (harmless)	Transmutation	svgspc: p.72
□□□□□ Wings of the Sea	20	(harmless)	, addoll		Target: You or pers		. 50 (	Caster Level: 19	gopo. p.12
+30 ft. to subject's swim speed.					argot. Tou of pers	on touchied		Susion Level. 19	

Coultant tables 15 cold damage and is featigued.	ource outvid: p.190  outvid: p.82  oblomp: p,9  oblomp: p,198  oblomp: p.198
Considerance and is bissource   Considerance and is bissourc	ource otwid: p.82  blcmp: p,9  ab: p.198  otwid: p.82
	ource otwid: p.82  blcmp: p,9  ab: p.198  otwid: p.82
Page   Committee print does simple tables for you.	otwid: p.82  blcmp: p,9  ab: p.198  otwid: p.82
Name    Comparison   Comparison	otwid: p.82  blcmp: p,9  ab: p.198  otwid: p.82
Name    Description   Descript	otwid: p.82  blcmp: p,9  ab: p.198  otwid: p.82
	otwid: p.82
Effect: Send of your summoned creatures within the area receives 4 enhancement borus to Strength Card of your summoned creatures within the area receives 4 enhancement borus to Strength Card of your summoned creatures within the area receives 4 enhancement borus to receive and the send of your summoned creatures within the area received.  21 Wit negates 1 standard 19 days action  21 Wit negates 2 to Knore, see text 1 standard 19 days action  21 Wit negates 1 action 19 hours  Effect:  Products the target animals size by one category  21 Will negates see text 1 standard Concentration  21 Will negates see text 1 standard Concentration  21 Will negates see text 1 standard Concentration  22 to Will negates see text 1 standard Concentration  23 Will negates see text 1 standard Concentration  24 Will negates see text 1 standard Concentration  25 Will negates see text 1 standard Concentration  26 Will negates see text 1 standard Concentration  27 Work swaying molicine and music compet arimals and magical beasts (up to 268 HD) to do nothing but watch you.  28 Yes Carefully 10 Correction  29 Caster Levels 19  20 L. V Ves (namiess)  20 L. V V	otwid: p.198 otwid: p.82 nb: p.198
Effect	otwid: p.198 otwid: p.82 nb: p.198
Natural weapon becomes good, evil, lawful, or challenger  21 None; see text action Animal Messenger  21 None; see text action Target. One Tiry animal to go to a spot you designate.  22 Will negates 1 standard Concentration action Animal Reduction Dischard Messenger  32 Will negates; see text action for the same action action Animal Trance  21 Will negates; see text action for the same action action Animal Trance  21 Will negates; see text action for the same action action Animal Trance  21 Will negates; see text action for the same action Animal Trance  21 Will negates; see text action for the same action Animal Trance  21 Will negates; see text action for the same action Animal Trance  22 Will negates; see text action for the same action Animal Trance  23 Will negates; see text action for the same action Animal Trance  24 Will negates; see text action for the same action Animal Trance  25 Will negates; see text action for the same action Animal Trance  26 Will negates; see text action for the same action Animal Trance  27 Will negates; see text action for the same action Animal Trance  28 Will negates; see text action for the same action Animal Trance  29 Will negates; see text action for the same action Animal Trance  20 Will negates; see text action for the same action Animal Trance  20 Will negates; see text action for the same action Animal Trance  20 Will negates; see text action for the same action Animal Trance  20 Will negates; see text action for the same action Animal Trance  21 Will negates action Animal Trance  22 Will negates action Animal Trance  23 Will negates action Animal Trance  24 Will negates action Animal Trance  25 Will negates action Animal Trance  26 Will negates action Animal Trance  27 Will negates action Animal Trance  28 Will negates action Animal Trance  29 Will negates action Animal Trance  20 Will negates action Animal Trance  20 Will negates action Animal Trance  21 Will negates action Animal Trance  22 Will negates action Animal Trance  23 Will negates action Animal Trance  24	otwid: p.82 nb: p.198
Selfor:    Target: Concept a Tray animal to go to a port you designate.   Selfort   Se	otwid: p.82 nb: p.198
	nb: p.198
Transmutation   Transmutatio	nb: p.198
Vou request he target animals size by one category    Close (70 ft.)   V. S   Yes   Renkantment   Compulsion   Close   Close (70 ft.)   V. S   Yes   Renkantment   Close   Clo	
Close (70 ft.)   V. S   Yes   Enchantment (Compulsion)   Filter	
Milled	olcmp: p,19
Your swaying motions and mustic compet animals and magical beasts (up to 246 HD) to do nothing but watch you.  If a finite immediate action action  If a finite immediate action action  If a finite immediate action action If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If a finite immediate action If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If arger: 19 creatures in a 20 ft. radius burst centered.  Caster Level: 19  If a finite in action in action.  If arger: 10 creature touched.  If arg	olcmp: p,19
Effect: Intermediate action ac	olcmp: p,19
Effect: Provides temporary protection against overtly damaging planar traits.  1 standard 21 minutes [D] and 20 ft. radius burst centered on you you have so more ranks in Balance.  Fifect:  **You gain a 44 borus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.  **None** 1 standard 190 minutes action**  **Target: Living creature touched**  **Target: You you gain the Dextertity and attacks of a wererat.**  **Effect:  **Target: You you gain the Dextertity and attacks of a wererat.**  **Effect:  **Target: You you gain the Dextertity and attacks of a wererat.**  **Effect:  **Target: You you gain the Dextertity and attacks of a wererat.**  **Effect:  **Target: Creature touched**  *	
Provides temporary protection against overly damaging planar traits.  I standard 21 minutes [D] action  Target: You  John Balancing Lorecall  Effect: You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.  None  1 standard 190 minutes action  Target: Living creature touched  Caster Level: 19  Target: Living creature touched  Caster Level: 19  Target: Creature touched  Caster Level: 19  Target: Creature touched  Caster Level: 19  Target: One creature  Target: One creature  Target: One creature  Target: Creature touched  Caster Level: 19  Target: One creature  Target: One creature  Target: One creature  Target: One creature  Target: Creature touched  Caster Level: 19  Target: One creature  Target: One	
Effect: You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.    Oracle	mpadv: 143
You gain a +4 borus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.    Out   V, S, DF   Yes (harmless)   Transmutation   Phile	
Effect: Toughens a creatures skin. Grants a +5 enhancement bonus to natural armor.	nb: p.203
Sear's Endurance   21	
Effect: The subject gains greater vitality and stamina [+4 enhancement borus to Constitution].	nb: p.203
Sinding Winds   21 Reflex negates   1 standard Concentration action   Medium (290 ft.) V, S   Yes   Evocation [Air]   spleading winds   Sinding Winds   Sind	
Effect: Air prevents subject from moving, hinders ranged attacks.  I standard 19 rounds action    Target: One creature   Caster Level: 19	olcmp: p,27
Signature of the Wererat	
Effect: You gain the Dexterity and attacks of a wererat.    O   O   O   O   O	olcmp: p,28
Close (70 ft.) V, S   Yes   Transmutation   pgt	
Effect: Ranged touch attack makes subject blind.  21 Will negates (harmless)  21 Will negates (farmless)  22 Will negates (harmless)  23 Will negates (harmless)  24 Will negates (harmless)  25 Will negates (harmless)  26 Refect:  27 Target: Creature touched  27 Target: Creature touched  28 Yes (harmless)  29 Yes (harmless)  20 Caster Level: 19	gtfae: p.100
Caster Level: 19   Fifted:   Target: Creature touched   Touch   V, S   Yes (harmless)   Transmutation   pgt	
Effect: Grants you the blindsight ability out to 30 feet.	gtfae: p.100
Effect: This spell grants the subject the blindsight ability to a range of 30 ft.  Self Blood Frenzy  1 standard 19 minutes action 1	
Effect: Target: Creature touched Caster Level: 19 This spell grants the subject the blindsight ability to a range of 30 ft.    One of the property   1   Will negates   1   standard Special; see text   Touch   V, S   Yes   Transmutation   spl	ndrdk: p.56
DDDDBlood Frenzy 21 Will negates 1 standard Special; see text Touch V, S Yes Transmutation spl	
action	olcmp: p,33
Effect: Target: Any creature with the rage ability Caster Level: 19 Grants extra use of rage.	
Blood Snow  21 Fortitude negates 1 standard 19 rounds Medium (290 ft.) V, S Yes Necromancy [Cold]frst action	stbn: p.89
Effect: Target: 19*20 square feet Caster Level: 19 You corrupt an area of fallen snow, imbuing it with negative energy.	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	mpdvn: p.155
Effect: Target: 5-ftradius emanation centered on you Caster Level: 19 Your body emanates fire, dealing 1d4+1 damage.	
	otwld: p.84
Effect: Target: 5-ft. radius emanation centered on you Caster Level: 19 By drawing on the power of the sun, you cause your body to emanate fire.	
action	mpdvn: p.156
Effect:     Target: Wooden weapon touched     Caster Level: 19       Wooden weapon grows spikes that deal +10 damage.	
action	mpadv: 144
Effect: Target: You Caster Level: 19 You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.	
text action	nndun: n 1EC
Effect: Target: Plants in a 20-ftradius spread Caster Level: 19 Area entangles creatures and thoms deal 2d6 damage.	npdvn: p.156
action	
Effect: Target: 40 ft. radius spread Caster Level: 19 Area slows creatures and thoms deal 1 point of damage/5 ft. moved.	olcmp: p,39
action [Cold]	olemp: p,39
Effect: Target: One weapon Caster Level: 19 The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell.  The target One weapon Caster Level: 19 The target One Weapon Caster Level	
(harmless) action	olcmp: p,39 stbn: p.89
Effect: Target: Creature touched Caster Level: 19 The subject becomes stronger. [+4 to Str]	olemp: p,39
Buoyant Lifting None 1 action 190 minutes [D] Medium (290 ft.) V, S, DF No Evocation svg  Effect: Target: One willing swimming or floating creature or Caster Level: 19	olomp: p,39 stbn: p.89 nb: p.207
Water lifts creature 20 ft. above surface. object [total weight up to 3800 lb.]	olcmp: p,39 stbn: p.89
(harmless) action  Effect: Target: Creature touched Caster Level: 19	olcmp: p.39 stbn: p.89 nb: p.207
Subject can burrow with a speed of 30 feet.  *=Domain/Speciality Spell	olomp: p,39 stbn: p.89 nb: p.207

⊒□□□□ Burrow (UD)	21	Will negates		Druid Spells 19 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	undrdk: p.56
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 19	•
Subject's hands sprout claws to burrow through the earth	at sper 21	ed of 10 ft. Claws deal 1 Will negates		19 minutes	Touch	V, S, M	Yes	Transmutation	draco: p.107-108
□□□□□ Cat's Grace		(harmless)	action		Target: Creature to		. 30	Caster Level: 19	2.000. p. 107-100
The subject becomes more graceful, agile and coordinate Chill Metal	ed [+4 to 21	o Dex]. Will negates (object)	1 standard	7 rounds	Close (70 ft.)	V, S, DF	Yes (object)	Transmutation	phb: p.209
ffect: Makes metal extremely cold.			action		Target: Metal equip			[Cold] Caster Level: 19	
Cloudburst		None	1 full round	1190 [D]	metal Long (1160 ft.) Target: 100-ftradii	V, S us emanatio	No n	Evocation (Water) Caster Level: 19	cmpdvn: p.158
Hampers vision and ranged attacks, puts out normal fires	s. 21	Fortitude negates	1 standard	19 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,49
ffect: +30 ft. to subject's fly speed.		(harmless)	action		Target: Creature to		,	Caster Level: 19	
Conjure Ice Beast II		None	1 round	19 rounds [D]	Close (70 ft.)  Target: One conjure		No	Conjuration (Creation) [Cold] Caster Level: 19	frstbn: p.91
This spell creates a creature constructed from magical ic	e. 21	None (harmless)	1 standard action	19 minutes	Personal	V, S, DF		Conjuration (Creation) [Cold]	frstbn: p.91
ffect: You conjure into being a block of transparent ice in the s	shape o	f any object you have s		once before, up to the weight limit of thi	Target: One object is	of up to 19*	5 lbs.	Caster Level: 19	
ell.	21	Will negates (D)	1 standard	·	Close (70 ft.)	V, S, M	Yes	Abjuration	splcmp: p,53
ffect:		Tim Hogatoo (2)	action	.2.100.0	Target: One lycanth			Caster Level: 19	оргонир. р,оо
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
ffect: Creature feels chill that increases with each round.			aouon		Target: One creatu	re		Caster Level: 19	
□□□□ Daggerspell Stance			1 swift action	19 rounds [D]	Personal	V, F		Abjuration	cmpadv: 145
ffect: Swift. You gain +2 insight bonus on attack and damage i	if you m	ake a full attack, SR 5	- caster leve	el if you fight defensively, and DR 5/magi	Target: You ic			Caster Level: 19	
you use the total defense action.  Decomposition		None	1 standard	19 rounds	50 ft.	V, S, DF	Yes	Necromancy	cmpdvn: p.161
ffect:			action			within a 50	-ftradius emanation	Caster Level: 19	
Wounds deal 1 extra point of damage each round.  Decomposition		None	1 standard action	19 rounds	centered on you 50 ft.	V, S, DF	Yes	Necromancy	splcmp: p,61
ffect: Wounds deal 3 extra points of damage each round.					Target: Living enen centered on you	nies within a	50 ft. radius emanatio	n Caster Level: 19	
Decomposition		None	1 action	19 rounds	50 ft  Target: All enemies	V, S, DF		Necromancy Caster Level: 19	motwld: p.87
Whenever an enemy within the area suffers normal [not ereafter for the duration of the spell	subdua	al] damage, that wound	festers for a	n additional 1 point of damage per roun		S WILLIII 30-IL	. radius emanation	Caster Level. 19	
Please of the duration of the spell	21	Fortitude negates (harmless)	1 standard action	19 hours	Touch  Target: Creature to		Yes (harmless)	Conjuration (Healing) Caster Level: 19	phb: p.217
					. a. got. Ordature 10	_004		30001 LOVEI. 13	
	21	Fortitude partial	1 standard action	19 minutes [D]	Close (70 ft.)	V, S	Yes	Transmutation	draco: p.112
fect: You hamper the subject creature's ability to fly [whether wing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat et larget makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to	r through rborne of ture the [includi	h natural or magical me creature subjected to th ability to fly, that effect in ng any new effect grant an 10 feet. Earthbind h	action  ans] for the is spell falls s suppresse ed during th as no effect	duration of the spell. If the target fails it to the ground as if under the effect of d for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o	Target: One creatu ts a If		Yes	Transmutation  Caster Level: 19	draco: p.112
fect: You hamper the subject creature's ability to fly [whether viving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat e target makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting	r through rborne of ture the [includi	h natural or magical me reature subjected to th ability to fly, that effect ng any new effect grant an 10 feet. Earthbind h peed [such as jumping of Will negates	action  ans] for the is spell falls s suppresse ed during th as no effect or levitate or	duration of the spell. If the target fails it to the ground as if under the effect of d for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o	Target: One creatu ts a If	ге	Yes (harmless)		
Fect:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether wing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting	r through rborne of ture the l [includi o less the g a fly s 21	h natural or magical me reature subjected to th ability to fly, that effect in g any new effect grani an 10 feet. Earthbind h peed [such as jumping	action  ans] for the is spell falls s suppresse ed during th as no effect or levitate or 1 standard	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o air walk spells].	Target: One creatu ts a If tt.	v, s, M	Yes (harmless)	Caster Level: 19	
Fact:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether the creat e larget makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting a creature is fly speed down to fects that might grant airborne movement without granting a creature is fly speed for the	r through rborne of ture the l [includi o less the g a fly s 21	h natural or magical me reature subjected to th ability to fly, that effect ng any new effect grant an 10 feet. Earthbind h peed [such as jumping of Will negates	action  ans] for the is spell falls s suppresse ed during th as no effect or levitate or 1 standard action	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o air walk spells].	Target: One creatu ts a If st. on	v, s, M	Yes (harmless)	Caster Level: 19  Abjuration [Earth]	
Fect:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether the creat the subject could grant the creat the subject makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting in the subject that might grant airborne movement without granting in the subject takes only nonlethal damage from stone and ear in the subject takes only nonlethal damage from stone and ear infect:	r through rborne of ture the l [includi o less th g a fly s 21	h natural or magical me reature subjected to th ability to fly, that effect ng any new effect grant an 10 feet. Earthbind h peed [such as jumping of Will negates (harmless)	action  ans] for the is spell falls s suppresse ed during th as no effect or levitate or 1 standard action  1 standard action	duration of the spell. If the target fails it to the ground as if under the effect of d for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o air walk spells].	Target: One creatusts a lifett. Touch Target: Living creat Close (70 ft.) Target: One stone: 475 cubic ft.	V, S, M ture touched V, S	Yes (harmless)	Caster Level: 19  Abjuration [Earth]  Caster Level: 19	splcmp: p,76
Farthbind  ffect:  You hamper the subject creature's ability to fly [whether awing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting a Earthen Grace  ffect:  Subject takes only nonlethal damage from stone and ear Damage from the properties of the feet.  Doubles the hit points of stone structure or rock formation and the properties of the points of stone structure or rock formation and the properties of the properties	r through rborne of ture the l [includi o less th g a fly s 21	h natural or magical me reature subjected to th ability to fly, that effect ng any new effect grant an 10 feet. Earthbind h peed [such as jumping of Will negates (harmless)	action  ans] for the is spell falls s suppresse ed during th ds no effect or levitate or 1 standard action  1 standard action	duration of the spell. If the target fails it to the ground as if under the effect of d for the duration of the earthbind spell. e spell's duration] is reduced by 100 fee on other forms of movement, or even o air walk spells].	Target: One creatures a life st  Touch  Target: Living create Close (70 ft.)  Target: One stone start 475 cubic ft. 40 ft.	V, S, M ture touched V, S structure or	Yes (harmless) Yes (object)	Caster Level: 19  Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration	splcmp: p,76
Farthbind  ffect:  You hamper the subject creature's ability to fly [whether wing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat e target makes a successful Fortitude save, its fly speed down to fects that might grant airborne movement without granting a continuous processes of the continuous processes. Subject takes only nonlethal damage from stone and ear Down Earthfast  ffect: Doubles the hit points of stone structure or rock formation and the continuous processes. Trail  ffect: You make a temporary trail through any kind of undergro	r through rborne of ture the [includion less the g a fly second the 21 rth.	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed (such as jumping Will negates (harmless)  None  creases hardness to 10 None	action  ans] for the is spell falls is suppressed during the sense ed during the sense	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration   is reduced by 100 fee on other forms of movement, or even of air walk spells . 19 minutes  Instantaneous  19 hours [D]	Target: One creatures a life st. In Touch Target: Living creat Close (70 ft.) Target: One stone st. 475 cubic ft. 40 ft. Target: 40-ft. radius	V, S, M ture touched V, S structure or V, S s emanation	Yes (harmless)  Yes (object) rock formation, up to Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19	splcmp: p,76 splcmp: p,76 cmpadv: 147
Farthbind  ffect:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether wiving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat the target makes a successful Fortitude save, its fly speed olis reduction can't bring the creature's fly speed down to feets that might grant airborne movement without granting	r through rborne c ture the lincludio less th g a fly s 21 rth.	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will negates (harmless)  None  creases hardness to 10 None  None (harmless)	action ans] for the is spell falls s suppresse ed during th as no effect or levitate or 1 standard action  1 standard action 1 standard action 1 action 1 action	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even o air walk spells]. 19 minutes  Instantaneous  19 hours [D]	Target: One creatures a life st  Touch  Target: Living create Close (70 ft.)  Target: One stone start 475 cubic ft. 40 ft.	V, S, M ture touched V, S structure or V, S s emanation V, S	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless)	Caster Level: 19  Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration	splcmp: p,76
Farthbind  ffect:  You hamper the subject creature's ability to fly [whether viving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creater is reduction can't bring the creature's fly speed down to feets that might grant airborne movement without granting in the creature's fly speed down to feets that might grant airborne movement without granting in the creature's fly speed down to feets that might grant airborne movement without granting in the creature's fly speed down to feets that might grant airborne movement without granting in the creature's fly speed down to feets that might grant airborne movement without granting in the creature's fly speed down to feets that might grant fly speed from stone and ear in the creature fly in the creature or rock formation in the creature fleet:  You make a temporary trail through any kind of undergroup in the creature fleet:  You make a temporary trail through any kind of undergroup in the creature fleet:  You radiate an energy that gently pushes plants aside, all fleet:	r through rborne c ture the lincludio less th g a fly s 21 rth.	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will negates (harmless)  None  creases hardness to 10 None  None (harmless)	action ans] for the is spell falls is spell falls is suppressed during the sum of the correlation of the cor	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even o air walk spells]. 19 minutes  Instantaneous  19 hours [D]	Target: One creatures a life st  Touch Target: Living creat Close (70 ft.)  Target: One stone start 475 cubic ft. 40 ft.  Target: 40-ft. radius Personal	V, S, M ture touched V, S structure or V, S s emanation V, S	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless)	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration	splcmp: p,76 splcmp: p,76 cmpadv: 147
Fect:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether wiving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat e target makes a successful Fortitude save, its fly speed is reduction can't bring the creature's fly speed down to feets that might grant airborne movement without granting letters that such granting and the same state of the same stat	r through rborne c ture the lincludio less th g a fly s 21 rth.	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will negates (harmless)  None  creases hardness to 10 None  None (harmless)	action ans] for the is spell falls is spell falls is suppressed during that is so effect or levitate or 1 standard action  1 standard action  1 standard action  1 action  2 gyour trail a	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells]. 19 minutes  Instantaneous  19 hours [D]	Target: One creatures a life test.  Touch Target: Living creat Close (70 ft.) Target: One stone of 475 cubic ft. 40 ft. Target: 40-ft. radius Personal Target: 30' cone tra	V, S, M ture touched V, S structure or V, S s emanation V, S	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless)	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91
### Figure 1	r through rborne c ture the lincludio less th g a fly s 21 rth.	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will negates (harmless)  None  creases hardness to 10 None  None (harmless)	action ans] for the is spell falls is suppressed during the seed during the send surface or levitate or 1 standard action  1 standard action 1 standard action 1 action g your trail a 1 standard action	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells]. 19 minutes  Instantaneous  19 hours [D]	Target: One creatures a life state.  Touch Target: Living creat Close (70 ft.) Target: One stone state ft. 475 cubic ft. 40 ft. Target: 40-ft. radius Personal Target: 30' cone tra	V, S, M ture touched V, S structure or V, S s emanation V, S	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91
fect: You hamper the subject creature's ability to fly [whether awing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting feets that might grant airborne movement without granting Earthen Grace  ffect: Subject takes only nonlethal damage from stone and ear Department of Earthfast  ffect: Doubles the hit points of stone structure or rock formation Department of Easy Trail  ffect: You make a temporary trail through any kind of undergro Department of Easy Trail  ffect: You radiate an energy that gently pushes plants aside, at the control of Easy Trail  ffect: You gain an animals senses for 190 mininutes.  Department of Easy Easy East State Wild  ffect: You gain an animals senses for 190 mininutes.	r through through the control of the	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping Will negates (harmless)  None  Creases hardness to 10  None (harmless)  easy passage and hidin	action ans] for the is spell falls s suppressed during the sum of the control of	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. es spell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  19 hours [D]  19 hours  Intervou pass  190 minutes [D]	Target: One creatures a life st. In more than the st. It is st. It	V, S, M ture touched V, S structure or V, S s emanation V, S v, S, DF	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147
Fect:  You hamper the subject creature's ability to fly [whether You hamper the subject creature's ability to fly [whether wiving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat the target makes a successful Fortitude save, its fly speed of its reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting	r through through the control of the	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed (such as jumping Will negates (harmless)  None  Creases hardness to 10  None  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates	action ans] for the is spell falls is spell falls is suppressed during the same of the conference of t	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. es spell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  19 hours [D]  19 hours  Intervou pass  190 minutes [D]	Target: One creatures a life st. In more than the st. It is st. It	V, S, M ture touched V, S structure or V, S s emanation V, S v, S, DF	Yes (harmless)  Yes (object)  rock formation, up to  Yes  Yes (harmless)  you	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire]	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147
Fect:  You hamper the subject creature's ability to fly [whether viving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat e target makes a successful Fortitude save, its fly speed down to fects that might grant airborne movement without granting Earthen Grace  Fifect:  Subject takes only nonlethal damage from stone and ear Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Easy Trail  Fifect:  You make a temporary trail through any kind of underground Easy Trail  Fifect:  You radiate an energy that gently pushes plants aside, ai Doubles the hit points of stone structure or rock formation Easy Trail  Fifect:  You radiate an energy that gently pushes plants aside, ai Doubles the Wild  Fifect:  You gain an animals senses for 190 mininutes.  Doubles Evergreen  Fifect:  You inbue a 10-foot-radius area of plant life with magical ration of the spell.	r through through the through	h natural or magical me reature subjected to the sublitive to that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping Will negates (harmless)  None  Creases hardness to 10  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates (harmless)	action ans] for the is spell falls s suppressed during the suppres	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. es spell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  19 hours [D]  19 hours  If you pass 190 minutes [D]  19 hours and instantaneous; see text  damage, granting immunity to cold for the 190 minutes	Target: One creatures a life st  Touch Target: Living creat Close (70 ft.) Target: One stone: 475 cubic ft. 40 ft. Target: 40-ft. radius Personal Target: 30' cone tra Personal Target: You Medium (290 ft.) Target: 10 ft. radius le	V, S, M ture touched V, S structure or V, S s emanation V, S v, S, DF V, S, DF	Yes (harmless)  Yes (object)  rock formation, up to  Yes  Yes (harmless)  you	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147 frstbn: p.93
iffect:  You hamper the subject creature's ability to fly [whether aving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to ffects that might grant airborne movement without granting.  Earthen Grace  Iffect: Subject takes only nonlethal damage from stone and ear Department of the creature's fly speed from the creature's fly speed from stone and ear Department of the creature's fly speed from stone and ear Department of the creature's fly speed from stone and ear Department of the creature or rock formation of the creature of the creature or rock formation of the creature of the creature or rock formation of the creature of the creature or rock formation or rock formation or rock formation or creature or rock formation or rock f	r through through the through	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed (such as jumping will negates (harmless)  None  Creases hardness to 10  None (harmless)  easy passage and hidin  None  Will negates (harmless)  Will negates (harmless)  For instantly healing 1d8+1  Will negates (harmless)  For instantly healing 1d8+1  For instantly healing 1d8+1	action ans] for the is spell falls is suppressed during the seed during the se	duration of the spell. If the target fails it to the ground as if under the effect of do frot the duration of the earthbind spell. espell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  19 hours [D]  19 hours  after you pass 190 minutes [D]  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  bus and toxic elements in the air.	Target: One creatures a life st  Touch  Target: Living creat Close (70 ft.)  Target: One stone : 475 cubic ft. 40 ft.  Target: 40 -ft. radius Personal  Target: You  Medium (290 ft.)  Target: 10 ft. radius in the control of the	V, S, M ture touched V, S structure or V, S s emanation V, S v, S, DF V, S, DF	Yes (harmless)  Yes (object)  rock formation, up to  Yes  Yes (harmless)  you	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Abjuration	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147 frstbn: p.93
Farthbind  ffect:  You hamper the subject creature's ability to fly [whether awing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creature to target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting and the feet that might grant airborne movement without granting and the feet that might grant airborne movement without granting and the feet subject takes only nonlethal damage from stone and ear Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation of the spell.  To reduct the spell that the spell creates an invisible bubble of protection around the ffect:  To reduct the spell creates an invisible bubble of protection around ffect:	r through through the transfer of the transfer	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed (such as jumping Will negates (harmless)  None  Creases hardness to 10  None (harmless)  easy passage and hidin  None  Will negates (harmless)	action ans] for the is spell falls is spell falls is suppressed during the send during the send fall fall is suppressed during the send fall fall in the send fall fall fall in the send fall fall fall fall fall in the send fall fall fall fall fall fall fall fal	duration of the spell. If the target fails it to the ground as if under the effect of do frot the duration of the earthbind spell. espell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  19 hours [D]  19 hours  after you pass 190 minutes [D]  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  bus and toxic elements in the air.	Target: One creature to a many content of the transport of transport of the transport of the transport of the transport of transport of the transport of the transport of the transport of transport of the transport of transport of the transport of	V, S, M ture touched V, S structure or V, S s emanation V, S silling behind V V, S, DF S V, S, M/DF uched V, S	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless)	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Abjuration Caster Level: 19	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147 frstbn: p.93 tombld: p.89
ffect:  You hamper the subject creature's ability to fly [whether awing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting tests that might grant airborne movement without granting Earthen Grace  ffect: Subject takes only nonlethal damage from stone and ear Dille Earthfast  ffect: Doubles the hit points of stone structure or rock formation Dille Easy Trail  ffect: You make a temporary trail through any kind of undergro Dille Easy Trail  ffect: You radiate an energy that gently pushes plants aside, alled the complete of th	r through	h natural or magical me treature subjected to the bability to fly, that effect ng any new effect grant an 10 feet. Earthbind heed (such as jumping will negates (harmless)  None  creases hardness to 10 None  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates (harmless)  spiplent's body that filters  Fortitude negates (harmless)  Reflex half; see text	action ans] for the is spell falls is spell falls is suppressed during the seed during the see	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even of air walk spells]. 19 minutes  Instantaneous  Instantaneous  19 hours [D]  19 hours  after you pass 190 minutes [D]  19 hours and instantaneous; see text  damage, granting immunity to cold for the land of	Target: One creature to a life to the control of th	V, S, M ture touched V, S structure or V, S s emanation V, S s, illing behind V V, S, DF S V, S, M/DF uched V, S sture touched V, S, M	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless)	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Abjuration Caster Level: 19 Transmutation	splcmp: p,76 splcmp: p,76 cmpadv: 147 magfae: p.91 cmpadv: 147 frstbn: p.93 tombld: p.89
iffect:  Tou hamper the subject creature's ability to fly [whether aving throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creat te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to ffects that might grant airborne movement without granting iffects that might grant airborne movement without granting iffect is that might grant airborne movement without granting iffect:  Subject takes only nonlethal damage from stone and ear in the control of the spell.  Iffect:  Iffect:  You induce a 10-foot-radius area of plant life with magical control of the spell.  Iffect:	r through through the through the through through through the through through through the through through the through through the through through through the through through through the through through through the through through the through through the through through through the through through through the through through through the through through the through through the through through through the through through the through through the through through the through through through the through through through the through through through the through through through through through the through through through the through through the through through thro	h natural or magical me reature subjected to the subility to that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will negates (harmless)  None  Creases hardness to 10  None (harmless)  easy passage and hidin  None  Will negates (harmless)  easy passage and hidin  None  Reflex half; see text tt the trap protects. A file	action ans] for the is spell falls is spell falls is suppressed during the seed during the see	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. es spell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells. 19 minutes  Instantaneous  19 hours [D]  19 hours  Instantaneous  19 hours [D]  19 hours  Instantaneous  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  Instantaneous  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  Instantaneous  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  Instantaneous  19 hours and instantaneous; see text damage, granting immunity to cold for the 190 minutes  Instantaneous	Target: One creature to a life to the control of th	V, S, M ture touched V, S structure or V, S s emanation V, S s, illing behind V V, S, DF S V, S, M/DF uched V, S sture touched V, S, M	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless) d Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration [Fire]	splcmp: p,76  splcmp: p,76  cmpadv: 147  magfae: p.91  cmpadv: 147  frstbn: p.93  tombld: p.89  splcmp: p,92
flect:  You hamper the subject creature's ability to fly [whether awing throw, its fly speed [if any] becomes 0 feet. An air ather fall spell. Even if a new effect would grant the creature to target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to fects that might grant airborne movement without granting in Earthen Grace  flect: Subject takes only nonlethal damage from stone and ear Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation Doubles the hit points of stone structure or rock formation dear flect:  You radiate an energy that gently pushes plants aside, all produced the structure or rock formation dear flect:  You gain an animals senses for 190 mininutes.  Doubles the hit points of stone structure or rock formation of the spell.  Doubles the hit points of stone structure or rock formation of the spell.  Flect:  Transforms tails and fins into legs and feet.  Doubles the hit points of stone structure or rock formation of the spell.  Doubles the hit points of stone structure or rock formation.	r through through the through through through the through through through the through through the through through the through through through the through through through the through through through through through the through	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will in earthbind he peed [such as jumping will in equates (harmless)  None  Creases hardness to 10  None  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates (harmless)  tipient's body that filters  Fortitude negates (harmless)  Reflex half; see text  the trap protects. A fili forth, Opened object of None	action ans] for the is spell falls is spell falls is suppressed during the same of the fall fall is suppressed during the same of the fall fall is suppressed during the same of the fall fall is suppressed fall fall fall fall fall fall fall fal	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  Instan	Target: One creature to a minimum of the transport of the	V, S, M ture touched V, S structure or V, S s emanation V, S silling behind V V, S, DF  V, S, M/DF uched V, S, M ture touched V, S, M	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless) d Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration [Fire] Caster Level: 19 Abjuration [Fire] Caster Level: 19	splcmp: p,76  splcmp: p,76  cmpadv: 147  magfae: p.91  cmpadv: 147  frstbn: p.93  tombld: p.89  splcmp: p,92  draco: p.107-108
Fifect:  You hamper the subject creature's ability to fly [whether aving throw, its fly speed [if any] becomes 0 feet. An air sather fall spell. Even if a new effect would grant the creat he target makes a successful Fortitude save, its fly speed down to flects that might grant airborne movement without granting in the grant airborne movement without granting in the grant airborne movement without granting in the granting in t	r through through through the through through through the through	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will read to be ability to the peed [such as jumping will read to be ability to ability to be ability to	action ans] for the is spell falls is spell falls is suppressed during the summer of t	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even o air walk spells].  19 minutes  Instantaneous  19 hours [D]  19 hours  after you pass 190 minutes [D]  19 hours and instantaneous; see text  damage, granting immunity to cold for the damage, granting immunity to cold for the lates of the properties of th	Target: One creature to a life st.	V, S, M ture touched V, S structure or V, S s emanation V, S sialling behind V V, S, DF s V, S, M/DF uched V, S structure touched V, S, M	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless) d  Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19	splcmp: p,76  splcmp: p,76  cmpadv: 147  magfae: p.91  cmpadv: 147  frstbn: p.93  tombld: p.89  splcmp: p,92  draco: p.107-108  phb: p.231
Great Earthbind  Great:  You hamper the subject creature's ability to fly [whether aving throw, its fly speed [if any] becomes 0 feet. An air sather fall spell. Even if a new effect would grant the creature te target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to frects that might grant airborne movement without granting	r through through the through through through the through through through the through through the through through the through through through the through through through the through through through through through the through	h natural or magical me reature subjected to the ability to fly, that effect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will in earthbind he peed [such as jumping will in equates (harmless)  None  Creases hardness to 10  None  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates (harmless)  tipient's body that filters  Fortitude negates (harmless)  Reflex half; see text  the trap protects. A fili forth, Opened object of None	action ans] for the is spell falls is spell falls is suppressed during the same of the fall fall is suppressed during the same of the fall fall is suppressed during the same of the fall fall is suppressed during the fall fall is suppressed fall fall fall is suppressed fall fall fall fall fall fall fall fal	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration jis reduced by 100 fee on other forms of movement, or even o air walk spells].  19 minutes  Instantaneous  19 hours [D]  19 hours  after you pass 190 minutes [D]  19 hours and instantaneous; see text  damage, granting immunity to cold for the damage, granting immunity to cold for the lates of the properties of th	Target: One creature to a life to the total tota	V, S, M ture touched V, S structure or V, S s emanation V, S silling behind V V, S, DF s tuched V, S, M/DF uched V, S, M thed V, S, DF beam V, S, M/DF	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless) d  Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Evocation [Fire] Caster Level: 19 Evocation [Fire] Caster Level: 19	splcmp: p,76  splcmp: p,76  cmpadv: 147  magfae: p.91  cmpadv: 147  frstbn: p.93  tombld: p.89  splcmp: p,92  draco: p.107-108
Great Earthbind  Great: You hamper the subject creature's ability to fly [whether aving throw, its fly speed [if any] becomes 0 feet. An air sather fall spell. Even if a new effect would grant the creat the target makes a successful Fortitude save, its fly speed his reduction can't bring the creature's fly speed down to frects that might grant airborne movement without granting iffects that might grant airborne movement without granting.  Earthen Grace  Great Subject takes only nonlethal damage from stone and ear particle of the company of the creature's fly speed down to frect.  Subject takes only nonlethal damage from stone and ear particle of the company of the creature or rock formation.  Great Basy Trail  Great:  You make a temporary trail through any kind of undergrous company.  Easy Trail  Great:  You radiate an energy that gently pushes plants aside, al particle of the creature of the company.  Great Subject the wild company.  Great Subject takes only nonlethal damage from stone and ear particle of the creature or rock formation.  Great Subject takes only nonlethal damage from stone and ear particle of the creature or rock formation.  Great Subject takes only nonlethal damage from stone and ear particle of the creature or rock formation.  Great Subject takes only nonlethal damage from stone and ear particle of the creature or rock formation.  Transforms tails and fins into legs and feet.  Greates a fiery explosion when an intruder opens the it osed [book, box, bottle, chest, coffer, coffin, door, drawer, particle of the creature of the springs forth amage.  Great Subject Subject or the springs forth amage.  Great Subject Subject or farmage for the springs forth amage.  Great Subject Subject or farmage for the springs forth amage.	r through thome control to the contr	h natural or magical me reature subjected to the sublifies of his deflect ing any new effect grant an 10 feet. Earthbind he peed [such as jumping will in earthbind he peed [such as jumping will in equales (harmless)  None  Creases hardness to 10  None  None (harmless)  easy passage and hidin  None  instantly healing 1d8+1  Will negates (harmless)  cipient's body that filters  Fortitude negates (harmless)  Reflex half; see text  t the trap protects. A fil forth]. Opened object of None  ur hand. You wield this  Reflex negates	action ans] for the is spell falls s suppressed during the suppres	duration of the spell. If the target fails it to the ground as if under the effect of do for the duration of the earthbind spell. espell's duration of the rearthbind spell. espell's duration is reduced by 100 fee on other forms of movement, or even of air walk spells). 19 minutes  Instantaneous  Instantan	Target: One creature to a minimum of the common of the com	V, S, M ture touched V, S structure or V, S s emanation V, S silling behind V V, S, DF s tuched V, S, M/DF uched V, S, M thed V, S, DF beam V, S, M/DF	Yes (harmless)  Yes (object) rock formation, up to Yes  Yes (harmless) you  No  Yes  Yes (harmless) d  Yes	Abjuration [Earth] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19	splcmp: p,76  splcmp: p,76  cmpadv: 147  magfae: p.91  cmpadv: 147  frstbn: p.93  tombld: p.89  splcmp: p,92  draco: p.107-108  phb: p.231

		None	1 stonder	Druid Spells	Modium (200 ft )	V C	No	Conjugation	phb: p 222
I□□□□ Fog Cloud  ffect:		None	1 standard action	190 minutes	Medium (290 ft.)  Target: Fog spreads	V, S in 20-ft. ra	No Idius, 20 ft. high	Conjuration (Creation) Caster Level: 19	phb: p.232
A bank of fog billows out from the point you designate. The		scures all sight, includi Reflex half		n, beyond 5 feet. Instantaneous	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p,100
fect:			action		Target: Cone-shape	d burst		Caster Level: 19	
lcy breath deals 9d4 damage.		Will negates	1 standard	19 rounds	Touch	V, S, M	No	Transmutation	frstbn: p.95
ffect:		(harmless, object)	action		Target: Weapon tou	ched		Caster Level: 19	
You imbue a weapon with icy cold, granting it a power simil DDDDGaze Screen	21		1 action	190 minutes	Touch	V, S	Yes	Abjuration	tombld: p.90
ffect: You create a shimmering, mirrorlike area in the air before the		,			Target: Living create	ire touched	ı	Caster Level: 19	
DDDD Green Blockade		None .	1 action	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Creation)	motwld: p.89
iffect: You raise a barrier of plant life before you					Target: 20 ft. long, 1	ft. thick wa	all	Caster Level: 19	
• • • • • • • • • • • • • • • • • • • •	21	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
ffect: This spell creates a severe blast of air [approximately 50 m	ohl tha	it originates from you.		creatures in its path.	Target: Line-shaped out from you to the		vere wind emanating the range	Caster Level: 19	
I□□□□ Healing Lorecall	, ,	,,,,,,,,,,,,,	1 standard action		Personal	V, S, M	g-	Divination	cmpadv: 151
ffect: If you have 5 or more ranks in Heal, you can remove harmf	ful cond	ditions with conjuration		ells.	Target: You			Caster Level: 21	
□□□□ Healing Sting		None		Instantaneous	Touch	V, S, M	Yes	Necromancy	splcmp: p,110
ffect: Touch deals 1d12+19 damage; caster gains damage as hp	).				Target: You and one	living crea	ature	Caster Level: 19	
		Fortitude partial	1 standard action	19 rounds	Close (70 ft.)	V, S, DF	Yes	Evocation [Light, Fire]	splcmp: p,112
ffect: Subjects outlined by fire, take 1d4 damage/round.					Target: Living create	ires within	a 5 ft. radius burst	Caster Level: 19	
	21	Will negates (object)	1 standard action	7 rounds	Close (70 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	phb: p.239
iffect: Heat metal makes metal extremely warm. Unattended, no			ring throw. I			han 30 ft. a	apart; or 475 lb. of	Caster Level: 19	
gainst the spell. An item in a creatures possession uses the	creatu		unless its o	own is higher.	metal, all of which m Medium (290 ft.)	ust be with		Enchantment	phb: p.241
			action					(Compulsion) [Mind-Affecting]	
ffect: The subject animal becomes paralyzed and freezes in pla			normally bu	it cannot take any actions, even speech	Target: One animal n.			Caster Level: 19	
ach round on its turn, the subject may attempt a new saving		to end the effect. None	1 standard	19 rounds	Close (70 ft.)	V, S, M	No	Conjuration	splcmp: p,128
ffect:			action			no two of v	which are more than 30	(Creation) Caster Level: 19	
Strands of kelp grapple foes.  Lesser Restoration		Will negates	3 rounds	Instantaneous	ft. apart Touch	V, S	Yes (harmless)	Conjuration	phb: p.272
ffect:		(harmless)			Target: Creature tou	ched		(Healing) Caster Level: 19	
any magical effects reducing one of the subjects ability sco one of the subjects ability scores [such as from a shadows	res (su touch	ich as ray of enfeeblen or from poison]. It also	nent] or cure eliminates a	s 1d4 points of temporary ability damag any fatigue suffered by the character, an	le id				
nproves an exhausted condition to fatigued.  DDDDDListening Lorecall				210 minutes	Personal	V, S, DF		Divination	cmpadv: 154
iffect:	4 16	ha 5	action		Target: You			Caster Level: 21	
You gain +4 on Listen checks, plus blindsense or blindsight	t II you	nave 5 or more ranks	1 standard	210 minutes	Personal	V, S, DF		Divination	splcmp: p,133
iffect:	4 16	hava 5 aa maaa aa laa i	action		Target: You			Caster Level: 21	
You gain +4 on Listen checks, plus blindsense or blindsight  DDDDDDL  Locate Node		None	1 standard action	21 minutes	1 mile/lvl	V, S, F/DF	No	Divination [Earth]	undrdk: p.58
iffect:			action		Target: Circle, cente	red on you	, with a radius of 21	Caster Level: 21	
You sense the direction of any earth node within range.		Will negates	1 action	19 hours	miles. Touch	V, S, M/DF	Yes (harmless)	Abjuration	svgspc: p.68
iffect:		(harmless)			Target: Creature tou	ched		Caster Level: 19	
Subject gains +3 on saving throws.  DDDDDMark of the Outcast	21	Will negates	1 standard	Permanent	Close (70 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,138
iffect:	and c	2 panalty to AC	action		Target: One creatur	Э		Caster Level: 19	
Subject takes a -5 penalty on Bluff and Diplomacy checks a Mark of the Outcast		2 penalty to AC. Will negates	1 standard	Permanent	Close (70 ft.)	V, S, DF	Yes	Necromancy	undrdk: p.59
iffect: Visible mark causes -5 penalty to Bluff and Diplomacy and	-2 to ^	C	action		Target: One creatur	9		Caster Level: 19	
	21	Will negates (harmless)	1 standard action	190 minutes	Medium (290 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,43
ffect: As camouflage, but multiple subjects.		(11411111055)	acuUII		Target: Any number more than 60 ft. apa		es, no two of which are	Caster Level: 19	
		Will negates (harmless)	1 standard action	Instantaneous	Medium (290 ft.)		Yes (harmless)	Transmutation	splcmp: p,193
iffect: Allies each immediately make one attack.		(	addoll		Target: Allied creatu	res in a 20	ft. radius burst	Caster Level: 19	
Allies each immediately make one attack.			1 standard action	19 rounds	Personal	V, S, F		Transmutation	splcmp: p,139
ffect: You sprout insubstantial wings and can fly.			action		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
ffect: This spell grants the quiet strength of a massive oak tree					Target: Living create	ire touched	I	Caster Level: 19	
		Will negates (harmless)	1 standard action	19 minutes	Touch	V, S	No	Transmutation	splcmp: p,144
ffect: Subject becomes hard to move.		•			Target: One creatur	Э		Caster Level: 19	
		Will negates (harmless)	1 swift action	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	splcmp: p,146
ffect: Animal touched gains luck bonus on attack rolls and dama		,			Target: Animal touc	ned		Caster Level: 19	
	21	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	cmpadv: 155
iffect: Animal touched gains luck bonus on attack and damage ro		,	-		Target: Animal touc	ned		Caster Level: 19	
									f II
		Reflex negates	1 standard	19 rounds	Medium (290 ft.)	V, S, M/DF	Yes	Evocation [Cold, Ice]	frston: p.102

				Druid Spells					
Obscuring Snow		None	1 standard action		30 ft.	V, S	No	Conjuration (Creation) [Air, Cold]	frstbn: p.103
Effect: A swirling snow vapor arises around you, and follows you A creature 5 feet away has concealment. Creatures farther			obscures all	I sight, including darkvision, beyond 5 fe		ads in 30-ft.	radius from you, 30 ft.	Caster Level: 19	
One with the Land			1 standard action	d 19 hours	Personal  Target: You	V, S		Transmutation  Caster Level: 19	splcmp: p,149
Link with nature gives a +2 bonus on nature-related skill	checks.	None	1 action	19 hours	Personal	V, S	No	Transmutation	magfae: p.111
Effect: You forge a strong link with nature that gives you greater  Owl's Wisdom	r insight 21	into your environment. Will negates	1 standard	d 19 minutes	Target: You Touch	V, S, M/DI	Yes	Caster Level: 19 Transmutation	phb: p.259
Effect: The transmuted creature becomes wiser. The spell gran	nts a +4	(harmless) enhancement bonus to	action Wisdom, a	adding the usual benefit to Wisdom-relat	Target: Creature to ed	uched		Caster Level: 19	
skills.  Persistence of the Waves	21	Will negates	1 action	190 minutes	Touch	V, S, DF		Transmutation	motwld: p.92
Effect: This spell bestows the smooth indomitability of waves cra Reduce Animal	ashing o	on a shore. None	1 standard	d 19 hours	Target: Living creat	V, S	No	Caster Level: 19 Transmutation	phb: p.269
Effect: This spell functions like reduce person, except that it affe	ects a si	ngle willing animal.	action		Target: One willing Huge size	animal of S	mall, Medium, Large, o	r Caster Level: 19	
Regenerate Moderate Wounds	21	Will negates (harmless)	1 action	29 rounds	Touch  Target: Living creat	V, S ture touched	Yes (harmless)	Conjuration (Healing) Caster Level: 19	motwld: p.93
Grants fast healing at the rate of 2 hit points per round  Remedy Moderate Wounds	21	Will negates (harmless)	1 action	19 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	magfae: p.113
Effect:  When laying you hand upon a living creature, you boost  Carry  Resist Energy	its life e 21	Fortitude negates	1 standard	ility. d 190 minutes	Target: One living of		Yes (harmless)	Caster Level: 19 Abjuration	draco: p.107-108
Effect: This abjuration grants a creature limited protection from or sonic. The subject gains energy resistance 10 against damage [whether from a natural or magical source], that de	the ene	ergy type chosen, mea	ning that ea	ach time the creature is subjected to su		uched		Caster Level: 19	
□□□□□ Saltray	21	Fortitude partial		d Instantaneous	Close (70 ft.)	V, S	Yes	Evocation	splcmp: p,179
Effect: Ray deals 9d6 damage and stuns.  Comparison of the compari		None		d 190 minutes	Target: Ray	V, S, M	Yes (harmless)	Caster Level: 19 Transmutation	cmpdvn: p.178
Effect: Grants the scent special ability.			action		Target: Creature to			Caster Level: 19	
Gent		None	1 standard action	d 190 minutes	Touch  Target: Creature to	V, S, M uched	Yes (harmless)	Transmutation  Caster Level: 19	splcmp: p,180
Grants the scent special ability.  Grants The Scent	21	Will negates (harmless)	1 action	19 hours	Touch	V, S, M	Yes (harmless)	Transmutation	magfae: p.115
Effect: You give the target an enhanced sense of smell, equivale	ent to th			d 21 minutes	Target: Creature to	uched V, S, M	Yes	Caster Level: 19 Divination	splcmp: p,187
□□□□□ Share Husk  Effect: See and hear through the senses of a touched animal.	21	(harmless)	action	2 21 minutes	Target: Animal touc		165	Caster Level: 21	spicinp. p, ror
□□□□□ Snow Walk	21	Will negates (harmless)	1 standard	d 19*10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.104
Effect: Tracking the subjects can walk on top of snow rather than throughter than throughter the subject is impossible by nonmagical means, a speed.						s touched		Caster Level: 19	
⊒□□□□Soften Earth and Stone  Effect:		None	1 standard	d Instantaneous	Close (70 ft.)  Target: 190 ft. squa	V, S, DF		Transmutation [Earth]	phb: p.280
When this spell is cast, all natural, undressed earth or st loose sand or dirt, and stone becomes soft clay that is easi	ily molde			th becomes thick mud, dry earth becom	es	V, S	Yes	Caster Level: 19	motuld: p 04
□□□□□Speed of the Wind  Effect:  With this spell, you can grant the ephemeral quickness o	21 of a sudo		1 action	190 minutes	Touch  Target: Living creat			Transmutation Caster Level: 19	motwld: p.94
Spider Climb	21	Will negates (harmless)	1 standard action	d 190 minutes	Touch  Target: Creature to	V, S, M	Yes (harmless)	Transmutation  Caster Level: 19	draco: p.107-108
The subject can climb and travel on vertical surfaces or hands free to climb in this manner. The subject gains a clim or horizontal surface [even upside down].	even tra nb spee	averse ceilings as well d of 20 feet; furthermore	as a spider e, it need no	does. The affected creature must have ot make Climb checks to traverse a vertice	its				
□□□□□ Splinterbolt  Effect:		None	1 standard action	d Instantaneous	Close (70 ft.)  Target: One or mor	V, S, M	No f splinters	Conjuration (Creation) Caster Level: 19	splcmp: p,203
4d6 piercing damage to subjects hit by ranged attack.  Summon Dire Hawk		None	1 round	19 mins [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning)	racwld: p.175
Effect: This spell summons a dire hawk. It appears where you telepathically as a free action, allowing you to direct its acti-			tely, on you	ur turn. You may command the dire ha	Target: One summe wk	oned dire ha	awk	Caster Level: 19	
Summon Nature's Ally II		None		19 rounds	Close (70 ft.)  Target: One or mor	V, S, DF e creatures	No no two of which can be	Conjuration (Summoning) e Caster Level: 19	phb: p.288
This spell summons a natural creature. It appears where best of its ability. You conjure creatures from the 2nd-level				your turn. It attacks your opponents to t  Concentration + 2 rounds	Close (70 ft.)	v, s, m/di	- No	Conjuration (Summoning)	phb: p.289
Effect: You summon a swarm of bats, rats, or spiders [your choi	ice], whi				Target: One swarm			Caster Level: 19	
Swim  Effect:		None	1 round	190 minutes [D]	Medium (290 ft.)  Target: One creatu		res (narmiess)	Transmutation [Water] Caster Level: 19	splcmp: p,217
Subject gains swim speed, +8 bonus on Swim checks.  Thaw  Effect:		None	action	d Instantaneous	Close (70 ft.)  Target: 19 10-ft. cu	V, S, DF bes	No	Transmutation [Earth, Fire] Caster Level: 19	frstbn: p.105
All everfrost, slush, snow, mud, and ice in the spells at everfrost becomes bog.  Thin Air	rea are 21	filled with heat. Ice an Fortitude negates		come slush, slush becomes everfrost, a d 19 minutes	nd Medium (290 ft.)	V, S	No	Necromancy [Cole	l]frstbn: p.105
Effect: This spell thins the oxygen in the area, causing creatures			action		Target: 30-ft-radiun			Caster Level: 19	
□□□□ Tiger's Tooth	21	Will negates (harmless)	1 swift action	1 round	Touch	V	Yes (harmless)	Transmutation	splcmp: p,221
<i>Effect:</i> □□□□□Train Animal	21	Will negates (harmless)	10 minutes	s 19 hours	Target: Living creat Touch		Yes (harmless)	Caster Level: 19 Enchantment (Charm)	cmpadv: 157
Effect: Affected animal gains 9 additional tricks for 19 hours.					Target: Animal touc	ched		[MindAffecting] Caster Level: 19	
				* =Domain/Speciality Spell					

				Druid Spolls					
□□□□□Tree Shape		None	1 standard	Druid Spells 19 hours	Personal	V, S, DF	No	Transmutation	phb: p.296
Effect:	n of a L	orgo living trop or obru	action	a dood troe trunk with a small number o	Target: You			Caster Level: 19	
By means of this spell, you are able to assume the forr limbs.  Warp Wood		Will negates (object)			Close (70 ft.)	V, S	Yes (object)	Transmutation	phb: p.300
Effect:		TTIII TIOGUIGO (ODJOCK)	action	mountainous	Target: 19 Small w			Caster Level: 19	p.1.5. p.000
You cause wood to bend and warp, permanently destroy  Wings of Air	ing its st 21	raightness, form, and s None (harmless)	1 standard	19 minutes	radius Touch	٧	No (harmless)	Transmutation	splcmp: p,240
Effect:			action		Target: Winged cre	ature touche	ed	Caster Level: 19	
Subject's flight maneuverability improves by one step.  Winter's Embrace	21	Fortitude negates	1 standard	19 rounds	Close (70 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,241
Effect: Creature takes 1d8 cold damage/round and might become	ne exhau	usted.	dottori		Target: One creatu	re		Caster Level: 19	
UUUU Woodland Veil	21	Will negates (harmless)	1 standard action	19*10 mins [D]	Close (70 ft.)	V, S	Yes (harmless)	, ,	racwld: p.176
Effect: This spell makes its subjects blend in with natural sur	rounding	gs, hiding them and qu	uieting the s	sounds they make. All targets gain a +	5more than 30 feet a		no two of which can be	e Caster Level: 19	
competence bonus on Hide and Move Silently checks whi [including dungeons].		Will negates (object)			Touch	V S DE	Yes (object)	Transmutation	phb: p.303
Wood Shape  Effect:	21	vviii riegales (object)	action	mstantaricous			rood no larger than 29	Caster Level: 19	prib. p.300
Wood shape enables you to form one existing piece of w		any shape that suits yo Fortitude half	1 standard	Instantaneous	cu. ft. Touch	V, S	Yes	Necromancy	cmpadv: 158
Effect:			action		Target: Creature to	uched		Caster Level: 19	
Deal 1d6+19 damage; you also deal sneak attack damage	ge if you 21	have any. Fortitude half	1 standard	19 rounds	Medium (290 ft.)	V, S, M	No	Conjuration [Cold]	frstbn: p.106
Effect: You create a zone of icy cold within the spells area, deali	ina 1d6 r	noints of cold damage r			Target: 20-ft. radius	5		Caster Level: 19	
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	.5 .30	2. cold damage p	Junu.	LEVEL 3					
Name		Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Breathing	22	Will negates (harmless)	1 standard action	38 hours; see text	Touch	S, M/DF	Yes (harmless)	Transmutation	splcmp: p,8
Effect: Subjects can breathe air freely.	22	Fortitude half	1 standard	19*10 minutes	Target: Living creat Medium (290 ft.)		d No	Caster Level: 19 Conjuration	frstbn: p.88
Effect:	22	Fortitude naii	action	19 10 minutes	Target: Fog spread			(Creation) [Cold] Caster Level: 19	iistoii. p.oo
A bank of fog composed entirely of tiny, razor-sharp ice : 5 feet away has concealment [20% miss chance]. Creature sight to locate the target]. the sharp ice particles tear the s which is cold damage.	es farthe	r away have total conce	ealment [50°	% miss chance, and the attacker cant use	e e		3100, 20 mgn	Caster Eaven 10	
Attune Form		None	1 standard action	24 hours	Touch	V, S, M/DF	No	Transmutation	splcmp: p,17
Effect: Grant creature temporary protection against overtly dama	aging pla				Target: 6 creatures			Caster Level: 19	
Aura of Cold (Lesser)		None	1 standard action	19 rounds	5'	V, S, DF		Transmutation [Cold]	frstbn: p.88
You are covered in a thin layer of white frost and frigid c round to each creature within 5 feet.	old ema	nates from your body,	dealing 1d6	points of cold damage at the start of you		encai eman	ation, centered on you	Caster Level: 19	
□□□□ Beast Claws			1 standard action	19 rounds	Personal	V, S, M		Transmutation	cmpdvn: p.151
Effect: Your hands become Slashing natural weapons.					Target: You			Caster Level: 19	
Binding Snow	22	Reflex negates	1 standard action	19 hours [D]	Medium (290 ft.)	V, S, DF, Frostfell	Yes	Transmutation [Cold]	frstbn: p.89
Effect: This spell must be cast on a snow field which snow field	instantly	freezes, impeding mov	ement throu		Target: 19*10 squa	V, S, M		Caster Level: 19 Transmutation	splcmp: p,29
Bite of the Werewolf			action	To Tourist	Target: You	*, 0,		Caster Level: 19	орютр. р,20
You gain the Strength and attacks of a werewolf.  Blindsight	22	Will negates		19 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,32
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 19	
Subject gains blindsight 30 ft. for 19 minutes.	22	Will negates (harmless)	1 action	19 hours	Touch	V, S	Yes (harmless)	Transmutation	magfae: p.82
Effect: This spell grants the Blindsight feat [30' radius]		(namiess)			Target: Creature to	uched		Caster Level: 19	
Bottle of Smoke		None	10 minutes	19 hours	Touch	V, S, F	No	Conjuration (Creation)	splcmp: p,37
Effect: Uncorking bottle creates fast horse made of smoke.					Target: One smoky			Caster Level: 19	
Bottle of Smoke		None	10 minutes	19 hours	Touch		No	Conjuration (Creation)	motwld: p.84
You use a fire source to create a plume of smoke, which		ture in a special bottle		ng 19 minutes	Target: One smoky Medium (290 ft.)	v horse-like o	Yes	Caster Level: 19 Evocation	phb: p.207
Call Lightning	22		, .Junu		Target: One or mor			[Electricity] Caster Level: 19	F.10. P.201
You call down lightning bolts [3d6 per bolt] from sky.	22	None or Reflex partial		19 rounds	lightning Medium (290 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,43
Effect:		see text	action		Target: 5 ft.diamete	er sphere		Caster Level: 19	
Gale-force winds push creatures.  Charge of the Triceratops	22	Will negates		19 rounds [D]	Touch	V, S, DF	Yes	Transmutation	splcmp: p,45
Effect: Subject grows horns and skull plate, gains gore attack.		(harmless)	action		Target: Living creat	ture touched		Caster Level: 19	
Circle Dance			1 minute	Instantaneous	Personal	V, S		Divination	splcmp: p,46
Indicates direction to known individual.		None	1 minute	Instantaneous	Target: You Personal	V, S	No	Caster Level: 21 Divination	magfae: p.84
Effect: You divine the relative direction and condition of another	individu				Target: You	, -		Caster Level: 21	. J
Column of Ice	22	Reflex negates	1 standard	Permanent	Close (70 ft.)	V, S, M	No	Conjuration (Creation) [Cold]	frstbn: p.90
Effect: A column of ice rises from the ground, lifting any object o	r creatu	re [including you] stand		ea into the air.	Target: One columi	n of ice, 10 f	t. radius and 19*5 ft. in		
Conjure Ice Beast III		None		19 rounds [D]	Close (70 ft.)	V, S, DF		Conjuration (Creation) [Cold]	frstbn: p.91
Effect: This spell creates a creature constructed from magical ic	e.				Target: One conjure			Caster Level: 19	
Control Temperature		None	1 round	19 hours	19*20 ft.	V, S, M, DF		Transmutation [Cold, Fire]	frstbn: p.92
Effect: You imbue an area with cold or fire energy, reducing or re		e temperature by 19/5 Fortitude negates			Target: 19*20 cu. ft	v, S, DF		Caster Level: 19	splemp: p 52
Corona of Cold	22	i ormule negates	i statitialid	19 rounds [D]  * =Domain/Speciality Spell	10 ft.	v, 3, DF	160	Evocation [Cold]	splcmp: p,52

				Druid Spells					
Effect:			action		Target: 10 ft. radius	emanation	centered on you	Caster Level: 19	
Aura of cold protects you, damage others.	22	Will negates	1 action	12 hrs	Close (70 ft.)	V, S, F	Yes	Abjuration	motwld: p.86
Effect: This spell stops a lycanthrope from changing form, pre	venting	both voluntary shapech	nanging via	the alternate form ability and involuntar	Target: One lycanth	rope		Caster Level: 19	
shapechanging because of lycanthropy  Creaking Cacophony		None	1 standard action	19 rounds	, ,	V, S	Yes	Illusion (Figment) [Sonic]	splcmp: p,55
Effect: Sound distracts and makes foes vulnerable to sonic dam	nage.	Fastivada balf (abiasa)	4	la de ete ete e e e e e e e e e e e e e e	Target: 40 ft. radius		Van (ahiaat)	Caster Level: 19	
⊒∟∟∟Crumble Effect:	22	Fortitude half (object)	action	Instantaneous	Medium (290 ft.)  Target: One structu		Yes (object)	Transmutation  Caster Level: 19	splcmp: p,56
You erode building or other structure.	22	Will half (harmless);	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	phb: p.216
Effect: You channel positive energy through your hand that cure		see text	action		Target: Creature to		text	(Healing) Caster Level: 19	
Daylight	55 ZUO+1	None	1 standard action	190 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
Effect: The object touched sheds light as bright as full daylight in					Target: Object toucl		V	Caster Level: 19	
בו∟∟∟ Dehydrate Effect:	22	Fortitude negates	action	Instantaneous	Medium (290 ft.)  Target: One living c		Yes	Necromancy  Caster Level: 19	splcmp: p,62
Deals Con damage to subject.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 standard	Instantaneous	See text	V, S, DF	No	Transmutation	phb: p.221
Effect: Reduces size or blights growth of normal plants.			action		Target: See text			Caster Level: 19	
Dominate Animal	22	Will negates	1 round	19 rounds	Close (70 ft.)  Target: One animal	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 19	phb: p.224
You can enchant an animal and giveit simple mental com	nmands. 22	Reflex partial; see text		Instantaneous	Long (1160 ft.)	V, S, M		Evocation [Air]	splcmp: p,72
Effect: Flying creatures knocked down.			action		Target: Cylinder [20	ft. radius,	100 ft. high]	Caster Level: 19	
Trying deathes who ked down.  "I have a sum of the management of the company of t	ld anima	None	1 action	190 minutes	Personal  Target: You	V, F	No	Transmutation Caster Level: 19	motwld: p.87
Effect:			1 action	190 minutes	Personal  Target: You	V, F		Transmutation Caster Level: 19	svgspc: p.65
You gain senses, other traits of chosen animal.  Control	22	Reflex half	1 standard action	Instantaneous	20 ft.  Target: All creatures	V, S s within a 2	Yes 0 ft. radius burst	Evocation [see text] Caster Level: 19	splcmp: p,81
Burst of energy centered on you damage nearby creature		Yes (harmless, object)		19 rounds [D]	centered on you Touch	V, F	Yes (harmless)	Transmutation	cmpadv: 147
Effect: Swift. Quarterstaff gains improved grab and can constrict	t grapole	ed foes.	action		Target: Quarterstaff	touched		Caster Level: 19	
□□□□□False Bravado		Will negates	1 action	3 rounds + subjects Con mod	Close (70 ft.)  Target: One human	V, S, F	Yes	Enchantment (Compulsion) [Mind-affecting] Caster Level: 19	motwld: p.88
False bravado causes the subject to grow overconfident,	, believin	g that he or she has ga		effects of a barbarian's rage 19 minutes	Personal	V, S, M, F		Transmutation	cmpdvn: p.165
Effect: Your arms become wings that enable flight, deal 2d6 fire	damage	a.			Target: You			[Fire] Caster Level: 19	
Great:			1 round	19 minutes	Personal  Target: You	V, S, M, F		Transmutation [Fire] Caster Level: 19	splcmp: p,93
Your arms become wings that enable flight, deal 2d6 fire Grant Fly (Swift)	damage	<b>.</b>		1 round	Personal	٧		Transmutation	cmpadv: 149
Effect:			action 1 standard	19 hours [D]	Target: You Personal	V, S		Caster Level: 19 Transmutation	splcmp: p,98
Effect:			action	10 Hours [D]	Target: You	۷, ٥		Caster Level: 19	эрістр. р,эо
Gain +10 competence bonus on Hide and Move Silently	checks i	n one type of terrain. None	1 swift action	19 rounds	Personal	V, S, M	None	Transmutation [Earth]	splcmp: p,105
Effect: Pebbles you throw become boulders. DDDDDGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	22	Fortitude negates	1 standard	190 minutes	Target: 6 pebbles Touch	V, S, M	Yes (harmless)	Caster Level: 19 Transmutation	splcmp: p,106
Effect:		(harmless)	action		Target: Creature to		(31111030)	Caster Level: 19	- F
Subject gains one additional pair of arms.  Greater Magic Fang	22	Will negates (harmless)	1 standard action	19 hours	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	draco: p.107-108
Effect: This spell functions like magic fang, except that the enha		t bonus on attack and c	amage rolls		Target: One living o			Caster Level: 19	
Greenfire Greenfire	22		1 standard action		Medium (290 ft.)  Target: One 5-ft. cu			Evocation [Acid]  Caster Level: 19	uneast: p.50
Green energy deals 2d6 + 10 pts of acid damage.	22	Fortitude negates	1 action	Instantaneous	Touch	V, S, M	Yes	Necromancy	magfae: p.100
Effect: You inflict 1d6 points of damage +1 point/level to a living					Target: You and one			Caster Level: 19	
□□□□□ Heatstroke  Effect: Subject creature takes nonlethal damage and becomes f	22 fatiqued.	Fortitude partial	1 standard action	Instantaneous	Medium (290 ft.)  Target: One creatur		Yes	Transmutation  Caster Level: 19	splcmp: p,113
□□□□ Hypothermia		Fortitude partial	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
Effect: Causes 19d6 cold damage, fatigue.  Causes 19d6 cold damage, fatigue.	22	Fortitude partial	1 standard	Instantaneous	Target: One creatur  Medium (290 ft.)		Yes	Caster Level: 19 Conjuration	splcmp: p,119
Effect: Changes ice into lance, which attacks subject for 6d6 dar			action	Instantaneous	Target: One lance of			(Creation) Caster Level: 19 Transmutation	frstbn: p.99
□□□□□ Ice Shape  Effect:  You can form an existing piece ofice into any shape that	suits vo		action		Target: Ice touched			[Cold] Caster Level: 19	э.ы р.ээ
☐☐☐☐☐ Infestation of Maggots		Fortitude negates	1 standard action	9 rounds	Touch  Target: Creature tou	V, S, M	Yes	Necromancy  Caster Level: 19	cmpdvn: p.166
Touch attack deals 1d4 Con per round.  Jugged Tooth	22	Will negates (harmless)	1 standard	190 minutes	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,126
Effect: Doubles the critical threat range of natural weapons.		,			Target: One natural target creature	slashing o	r piercing weapon of	Caster Level: 19	
J. J				* =Domain/Speciality Spell	<u> </u>				

				Druid Spells					
□□□□ Jagged Tooth	22	Will negates (harmless)	1 action	190 minutes	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	svgspc: p.68
ffect: Subject's natural weapon gains keen special ability.		,			Target: One natural target creature	Slashing or	piercing weapon of	Caster Level: 19	
Junglerazer	22	Reflex half	1 standard	Instantaneous		V, S, M	Yes	Necromancy	splcmp: p,127
ffect: Fey, vermin, plants, and animals take 19d10 damage.			GOLIOIT		Target: 120 ft. line			Caster Level: 19	
DDDD Lion's Charge			1 swift action	1 round	Personal	V		Transmutation	splcmp: p,133
Effect:			action		Target: You			Caster Level: 19	
You can make a full attack on a charge for 1 round.  DDDD Mass Align Fang	22	Will negates (harmless)	1 standard	19 minutes	Close (70 ft.)	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,9
Effect:		(narmiess)	action		Target: 19 creatures	, no two of	which may be more	[see text] Caster Level: 19	
Allies' natural weapons become good, evil, lawful, or chac	22	Will negates	1 standard	25 rounds	than 30 ft. apart 20 ft.	V, S	Yes	Conjuration	cmpdvn: p.186
Effect:		(harmless)	action			no two of w	hich can be more than	(Healing) Caster Level: 19	
Creatures gain fast healing 1 [max 25 rounds]		None	1 action	19 minutes	30 ft. apart Touch	V, S, DF	Yes	Abjuration	tombld: p.93
Effect: As Resistance except that it effects multiple creatures.					Target: 19 creatures than 30 ft apart	s, no two of	which can be more	Caster Level: 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
iffect: Creatures ignore damage from specified energy type.		, , ,			Target: 19 creatures	, no two of	which are more than 30	Caster Level: 19	
□□□□ Mass Snowshoes	22	Will negates (harmless)	1 standard action	19 hours [D]		V, S	Yes (harmless)	Transmutation	splcmp: p,194
iffect: As snowshoes, affects 19 creatures.		(narriic33)	dollon		Target: 19 creatures ft. apart	s, no two of	which are more than 30	Caster Level: 19	
Meld into Ice		None	1 standard action	19*10 minutes		V, S, DF	No	Transmutation	frstbn: p.102
iffect:	iona l	ato a single block of		et he large enough to egg	Target: You			Caster Level: 19	
Meld into ice enables you to meld your body and possess ody in all three dimensions. When the casting is complete,		nd not more than 100 po	unds of non	living gear merge with the ice.		V C DT	No	Trongerite	phb: r 050
□□□□□ Meld into Stone		None	1 standard action	190 minutes		V, S, DF	INU	Transmutation [Earth]	phb: p.252
iffect: enables you to meld your body and possessions into a si					<i>Target:</i> You า			Caster Level: 19	
Il three dimensions. When the casting is complete, you and DDDDDDDNature's Balance	not m	Fortitude negates	1 standard	ar merge with the stone. 190 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,145
ffect:		(harmless)	action		Target: Creature tou	iched		Caster Level: 19	
You transfer 4 ability score points to the subject for 190 m  Auture's Favor	inutes. 22	Will negates	1 standard	19 minutes	Touch	V, S, DF	Yes (harmless)	Evocation	cmpdvn: p.170
ffect:		(harmless)	action		Target: Animal touch	ned		Caster Level: 19	
Target animal gains an attack and damage bonus of +9	22	Will negates	1 action	95 rounds	Touch	V, S, DF	Yes (harmless)	Evocation	motwld: p.92
Effect:		(harmless)			Target: Animal toucl			Caster Level: 19	
Calling on the power of nature, you grant the target ani ossess.	mal a				ı -				
□□□□□Nature's Rampart		None	10 minutes	Instantaneous		V, S, F	No	Transmutation  Caster Level: 19	splcmp: p,146
You mold the terrain to provide fortifications.	22	Mill	4	400	Target: Structure up				057
J⊒⊒⊒ Neutralize Poison	22	Will negates (harmless, object)	action	190 minutes			Yes (harmless, object)	(Healing)	phb: p.257
Effect: You detoxify any sort of venom in the creature or object to emporary effects are ended, but the spell does not rever-					y <sup>-</sup>	object of up	to 19 cu. ft. touched	Caster Level: 19	
ffects that dont go away on their own.						V C M	N-	Evocation [Earth]	laddd. a 407
□□□□□ Phantom Plow  Effect:	22	See text	1 action	Permanent	380 feet Target: Furrow in a		No	Caster Level: 19	Iraark: p. 187
You turn aside raw earth in a furrow in a straight line from	your fe	eet to a distance of 380 None		Instantaneous	-	V, S, DF		Transmutation	phb: p.262
Effect:			action		Target: See text			Caster Level: 19	
Plant growth has different effects depending on the verushes, creepers, thistles, trees, vines] within long range [4]	sion cl	hosen. Overgrowth: The + 40 feet per caster lev	is effect car rel] to becon	uses normal vegetation [grasses, briars ne thick and overgrown. Enrichment: This	i,				
ffect targets plants within a range of one-half mile, raisir ormal.									
DDDD Poison	22	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.262
Effect: Calling upon the venomous powers of natural predators,	you in	nfect the subject with a	horrible pois	son by making a successful melee touch	Target: Living creatu	ure touched		Caster Level: 19	
ttack. The poison deals 1d10 points of temporary Cons amage 1 minute later.	titution	damage immediately	and anothe	r 1d10 points of temporary Constitution	1				
Primal Form			1 standard action	19 minutes [D]		V, S, DF		Transmutation	splcmp: p,161
Effect: You change into elemental, gain some abilities.					Target: You			Caster Level: 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
iffect: Protection from energy grants temporary immunity to the	type o			st it [acid, cold, electricity, fire, or sonicl	Target: Creature tou	iched		Caster Level: 19	
/hen the spell absorbs 120 points of energy damage, it is d	ischar		•		Medium (290 ft.)	V. S. DF	No or Yes (object)	Transmutation	phb: p.267
ggenen		(object)	action		Target: 19 20-ft. cub			Caster Level: 19	, p.201
Trect.  Extinguishes all nonmagical fires in its area. The spell al: d20+15 ~ against each spell to dispel it.	so disp	els any fire spells in its	area, thoug	h you must succeed on a dispel check -	-item		2 2000 magio		
Quillfire			1 standard action	19 rounds	Personal	V, S		Transmutation	splcmp: p,164
Effect: Your hand sprouts poisonous quills useful for melee or rai	nged at	ttacks.			Target: You			Caster Level: 19	
Regenerate Ring	22	Will negates (harmless)	1 action	19 rounds	20 ft	V, S	Yes (harmless)	Conjuration (Healing)	motwld: p.93
ffect: You invoke healing energy over a group of creatures, grai	nting or		ty for the de-	ration of the spell	Target: 9 creatures,	no two moi	re than 30 ft apart	Caster Level: 19	
You invoke healing energy over a group of creatures, granting Properties o	22	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	phb: p.271
Effect:	iorine '	(harmless)	action	ocluding groop slims and sthere	Target: Creature tou	iched		(Healing) Caster Level: 19	
Remove disease cures all diseases that the subject is suf	ering f	rom. The spell also kills Will negates	1 standard		Close (70 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
ffect:			action			no two of w	which are more than 30	Caster Level: 19	
Subject sinks in water, must make Swim checks.  Sleet Storm		None	1 standard		ft. apart Long (1160 ft.)	V, S, M/DF	No	Conjuration	phb: p.280
Effect:			action		Target: Cylinder 40			(Creation) [Cold] Caster Level: 19	
Driving sleet blocks all sight [even darkvision] within it and	cause	es the ground in the area		19 rounds [D]	- '	V, S		Transmutation	splcmp: p,193
Effect:			action		Target: You			Caster Level: 19	

				Druid Spells					
⊒□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	phb: p.280
Effect:					Target: Touched n	onmagical c	ircle of vine, rope, or	Caster Level: 19	
This spell enables you to make a snare that functions as Speak with Plants	a magic	None	1 standard	21 minutes	thong with a 2 ft. d Personal	V, S	π./ievei No	Divination	phb: p.282
Effect:			action		Target: You			Caster Level: 21	
You can comprehend and communicate with plants, inclu	luding bot 22	th normal plants and pla Will negates		s. 190 minutes	Touch	V, S, M/DI	F Yes (harmless)	Transmutation	splcmp: p,202
Effect:		(harmless)	action		Target: Creature to	nuched	,	Caster Level: 19	
Subject gains increasing bonus to natural armor bonus, s		gainst poison, and Hide Reflex partial		40 h a	Medium (290 ft.)		V		
□□□□□ Spike Growth	22	Reflex partial	1 standard action	19 nours	, ,		Yes	Transmutation	phb: p.283
Effect:  Any ground-covering vegetation in the spells area becor arith, roots and rootlets act in the same way. Typically, si andy desert, or bare stone. Any creature moving on foot i	spike grov	wth can be cast in any	outdoor set	ting except open water, ice, heavy sno	ow,	quares		Caster Level: 19	
ovement through the spiked area.		None	1 standard	19 hours	Touch	V, S, M	No	Transmutation	cmpdvn: p.181
ffect:			action		Target: Wooden w	eapon touch	ied	Caster Level: 19	
As brambles, but weapon gains +2 bonus and doubled the Spirit Jaws	hreat ran	nge. None	1 standard	19 rounds [D]	Medium (290 ft.)	V. S. M	Yes	Evocation [Force]	splcmp: p.202
ffect:			action		Target: Jaws of for			Caster Level: 19	
Ghostly jaws grapple creature, deal 2d6 damage.	00	5.6	4 -1 - 1 - 1	100 1- 1	-		V.		
Standing Wave	22	Reflex negates	action	190 minutes	Close (70 ft.)	V, S, DF		Transmutation	cmpdvn: p.182
ffect: Magically propels boat or swimming creature.					Target: Waves und	der a creatur	e or object within range	e Caster Level: 19	
□□□□□ Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DI	F No	Transmutation [Earth]	phb: p.284
iffect: You can form an existing piece of stone into any shape tl	that suite	vour purpose			Target: Stone or st	tone object to	ouched, up to 29 cu. ft.		
Duru an form an existing piece of storie into any snape to	ouitS	None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration	phb: p.288
ffect: This spell summons a natural creature. It appears where set of its ability. You conjure creatures from the 3rd-level I	e you de list on th	esignate and acts imme e Summon Natures Ally	diately, on y	our turn. It attacks your opponents to t	Target: One or mo themore than 30 ft. ap	re creatures part	, no two of which can b	(Summoning) e Caster Level: 19	
]Thornskin				19 rounds [D]	Personal	V, S, M		Transmutation	splcmp: p,219
ffect: Your unarmed attacks deal +1d6 damage; natural and ur	inarmod	attacks against you tol-			Target: You			Caster Level: 19	
Tour unarmed attacks deal + 106 damage; natural and un	22	Fortitude partial; see	1 standard	Instantaneous	Long (1160 ft.)	V, S, DF	Yes	Evocation [Sonic]	splcmp: p,220
ffect:		text	action		Target: 20 ft. radiu	s burst		Caster Level: 19	
Roar deals 9d6 damage, deafens.		None	1 action	190 minutes	Close (70 ft.)	V, S, F	No	Abjuration	magfae: p.127
ffect:					Target: Creates a			Caster Level: 19	5 . , =-
You create a large hemispherical tortoise shell measuring Treasure Scent	ıg 5 feet i	in diameter.	1 standard	21 hours	Personal	V, S		Divination	splcmp: p,223
ffect:			action		Target: You			Caster Level: 21	
You detect valuable metals and gems.	00	Can tout	1 ot 1	4 round/9 lovel-	-	V C 55	No		oploms: = 000
Tremor	22	See text	1 standard action	1 round/3 levels	Medium (290 ft.)		No		splcmp: p,223
ffect: Subjects knocked prone.					Target: 40 ft. radiu			Caster Level: 19	
J□□□□ Vigor	22	Will negates (harmless)	1 standard action	25 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	cmpdvn: p.186
iffect: As lesser vigor, but 2 hp/round [max 25 rounds].		,			Target: Living crea	ture touched	t	Caster Level: 19	
Communication of the Communica	22	See text		190 minutes	Medium (290 ft.)	V, S, M	Yes	Conjuration	splcmp: p,230
ffect:			action		Target: 190 ft. radi	us spread		(Creation) Caster Level: 19	
Vines grow rapidly, giving various effects. D□□□□□ Walk the Mountain's Path	22	Will negates	1 standard	19*10 mins	Touch	V, S, M	Yes (harmless)	Transmutation	racstn: p.163
ffect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 19	
You infuse the subject with the strength and power of athways.	the eart	th, granting it great abi	ility to climb	, jump, and maneuver through mounta					
□□□□□ Water Breathing	22	Will negates	1 standard action	38 hours; see text	Touch	V, S, M/DI	F Yes (harmless)	Transmutation	phb: p.300
ffect:		(harmless)			Target: Living crea	tures touche	ed	Caster Level: 19	
The transmuted creatures can breathe water freely. Divid	ae the du	uration evenly among all None		es you touch. Instantaneous	22 mile radius	V, S, M,	No	Divination	cmpdvn: p.189
iffect:					Target: 22 mile rad	DF		Caster Level: 21	•
You accurate predict weather up to one week ahead.		None	1 hour	Instantaneous	1 mile + 21 miles			Divination	splcmp: p,238
☑□□□□ Weather Eye ffect:		. 10110	i noui		Target: 22-mile rac			Caster Level: 21	οριστην. <b>μ,23</b> 0
You accurate predict weather up to one week ahead.	22	None; see text	1 standard	19 rounds	Medium (290 ft.)		-	Evocation [Air]	phb: p.302
Wind Wall	~~	. Jone, Jee leal	action	. J. Junius	, ,				p110. p.002
ffect: An invisible vertical curtain of wind appears. It is 2 feet th					Target: Wall up to			Caster Level: 19	
]□□□□ Winter's Embrace	22	Fortitude negates	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes		frstbn: p.106
		of snow.			Target: One creatu	ire		Caster Level: 19	
iffect: Winters embrace covers the victim with sheets of ice and	d lumps o								
	d lumps (								
Winters embrace covers the victim with sheets of ice and			Time	LEVEL 4	Range	Comp	Snell Resistance	School	Source
Winters embrace covers the victim with sheets of ice and		Saving Throw None		LEVEL 4  Duration 190 minutes	Range Touch	Comp. V, S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	Source r]phb: p.196
Winters embrace covers the victim with sheets of ice and  Name  Air Walk		Saving Throw		Duration	Touch	V, S, DF			
Name Air Walk  Subject treads on air as if solid 0.		Saving Throw	1 standard action	Duration	Touch	V, S, DF	Yes (harmless) or smaller] touched	Transmutation [Air	
Name Aiffect: Subject treads on air as if solid 0.		Saving Throw None	1 standard action	<b>Duration</b> 190 minutes	Touch  Target: Creature (C	V, S, DF Gargantuan V, S, DF	Yes (harmless) or smaller] touched Yes	Transmutation [Air Caster Level: 19 Abjuration	r]phb: p.196
Name Name Air Walk  Subject treads on air as if solid 0.  Antiplant Shell  Siffect: You create an invisible, mobile barrier that keeps all creaters.	DC	Saving Throw None None thin it protected from at	1 standard action 1 standard action ttacks by pla	Duration 190 minutes 190 minutes nt creatures or animated plants.	Touch  Target: Creature [6  10 ft.  Target: 10-ft. radiu	V, S, DF  Gargantuan  V, S, DF  s emanation	Yes (harmless) or smaller] touched Yes a, centered on you	Transmutation [Air Caster Level: 19 Abjuration Caster Level: 19	r]phb: p.196 phb: p.200
Name Name Air Walk  Subject treads on air as if solid 0.  Antiplant Shell  Siffect: You create an invisible, mobile barrier that keeps all creaters.	DC	Saving Throw None	1 standard action 1 standard action ttacks by pla	<b>Duration</b> 190 minutes 190 minutes	Touch  Target: Creature (C	V, S, DF Gargantuan V, S, DF	Yes (harmless) or smaller] touched Yes a, centered on you	Transmutation [Air  Caster Level: 19  Abjuration  Caster Level: 19  Conjuration (Creation)	r]phb: p.196
Name Name Air Walk  Subject treads on air as if solid 0.  Antiplant Shell  Ffect: You create an invisible, mobile barrier that keeps all crea	DC atures with 23	Saving Throw None None thin it protected from at	1 standard action 1 standard action tacks by pla 1 standard	Duration 190 minutes 190 minutes nt creatures or animated plants.	Touch  Target: Creature [6  10 ft.  Target: 10-ft. radiu	V, S, DF  Gargantuan V, S, DF  s emanation V, S, M/DI	Yes (harmless) or smaller] touched Yes a, centered on you	Transmutation [Air  Caster Level: 19  Abjuration  Caster Level: 19  Conjuration	r]phb: p.196 phb: p.200
Name Name Air Walk  Subject treads on air as if solid 0.  Antiplant Shell  Wou create an invisible, mobile barrier that keeps all creating of the control of	DC atures with 23	Saving Throw None  None thin it protected from at Reflex half	1 standard action  1 standard action  tacks by pla 1 standard action	Duration 190 minutes 190 minutes 190 minutes nt creatures or animated plants. Instantaneous	Touch Target: Creature (C 10 ft. Target: 10-ft. radiu Close (70 ft.) Target: A line between	V, S, DF  V, S, DF  V, S, DF  s emanation  V, S, M/DI	Yes (harmless) or smaller] touched  Yes a, centered on you  F No atures	Transmutation [Air Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) [Electricity] Caster Level: 19	phb: p.196 phb: p.200 splcmp: p,15
Name Name Air Walk  Subject treads on air as if solid 0.  Antiplant Shell  Iffect: You create an invisible, mobile barrier that keeps all creations of the control of the c	DC atures with 23	Saving Throw None None thin it protected from at	1 standard action  1 standard action  tacks by pla 1 standard action	Duration 190 minutes 190 minutes nt creatures or animated plants.	Touch Target: Creature (C 10 ft. Target: 10-ft. radiu Close (70 ft.) Target: A line betw	V, S, DF Gargantuan V, S, DF s emanation V, S, M/DI reen two cre V, S, M, XP	Yes (harmless) or smaller] touched  Yes a, centered on you  F No atures	Transmutation [Air Caster Level: 19 Abjuration Caster Level: 19 Conjuration [Electricity] Caster Level: 19 Conjuration (Creation)	r]phb: p.196 phb: p.200
Name	DC atures wit 23	Saving Throw None  None thin it protected from at Reflex half	1 standard action  1 standard action  tacks by pla 1 standard action  1 action  1 action	Duration 190 minutes 190 minutes  nt creatures or animated plants. Instantaneous  Instantaneous	Touch Target: Creature [C 10 ft. Target: 10-ft. radiu Close (70 ft.) Target: A line betw Touch Target: Tiny constr	V, S, DF Gargantuan V, S, DF s emanation V, S, M/DI reen two cre V, S, M, XP ruct	Yes (harmless) or smaller] touched  Yes a, centered on you  F No atures	Transmutation [Air Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) [Electricity] Caster Level: 19 Conjuration (Creation) Caster Level: 19	phb: p.196  phb: p.200  splcmp: p,15  motwld: p.82
Name	DC atures wit 23	Saving Throw None  None thin it protected from at Reflex half	1 standard action  1 standard action  tacks by pla 1 standard action  1 action	Duration 190 minutes 190 minutes  nt creatures or animated plants. Instantaneous  Instantaneous	Touch Target: Creature (C 10 ft. Target: 10-ft. radiu Close (70 ft.) Target: A line betw	V, S, DF Gargantuan V, S, DF s emanation V, S, M/DI reen two cre V, S, M, XP	Yes (harmless) or smaller] touched  Yes a, centered on you  F No atures	Transmutation [Air Caster Level: 19 Abjuration Caster Level: 19 Conjuration [Electricity] Caster Level: 19 Conjuration (Creation)	phb: p.196 phb: p.200 splcmp: p,15

□□□□ Blight	23	Fortitude half; see text	1 standard	Druid Spells Instantaneous	Touch	V, S, DF	Yes	Necromancy	phb: p.206
ffect:		T ortifado riali, odo toxo	action		Target: one plant/pla			Caster Level: 19	p.10. p.200
You wither one plant or deal 15d6 damage to a plant crea I□□□□□ Blight	ature. 23	None/Fortitude half	1 action	Instantaneous	See Text	V, S, DF	Yes	Necromancy	motwld: p.84
ect:  Kills normal plants in 100' spread and deals 1d6/lvl to plar	int creat	tures			Target: 100-ft. sprea	.d or single	plant creature	Caster Level: 19	
□□□□ Boreal Wind		Fortitude negates	1 standard action	20/2 rounds	,	V, S, DF	Yes 20' high emanating out		frstbn: p.89
You create a strong blast of arctic air that originates from a take 15d4 damage, and are pushed 19*3 ft. away from			ne direction	you are facing. All creatures caught in the				Caster Level. 19	
□□□□ Bottle of Smoke		None	10 minutes	19 hours			No	Conjuration (Creation)	cmpdvn: p.155
ect: Incorking bottle creates fast horse made of smoke.  Camouflage (Mass)		None	1 action	190 minutes	` '	V, S	No	Caster Level: 19 Transmutation	magfae: p.106
ect: s camouflage, except effect is mobile with the group.	23	Will negates	1 standard	21 hours	Target: Any number apart Touch	of creature V, S	es, no two more than 60 Yes	O' Caster Level: 19 Divination	cmpdvn: p.158
LULL Chain of Eyes  out:  out:  out send magical sensor to infiltrate an area.	23	will riegates	action	21 Hours	Target: Living creatu			Caster Level: 21	cinpavii. p. 130
□□□□ Chain of Eyes	23	Will negates	1 standard action	21 hours	Touch	V, S	Yes	Divination	splcmp: p,45
ect: see through other creatures' eyes.			dollon		Target: Living creatu	re touched		Caster Level: 21	
Command Plants	23	Will negates	1 standard action	19 days	Close (70 ft.)	V	Yes	Transmutation	phb: p.211
ect: Illows you some degree of control over one or more plan	nt creatu				Target: Up to 38 HD which can be more to	than 30 ft. a	part	Caster Level: 19	
□□□□Conjure Ice Beast IV		None	1 round	19 rounds [D]	Close (70 ft.)  Target: One conjure	V, S, DF d ice creatu		Conjuration (Creation) [Cold] Caster Level: 19	frstbn: p.91
his spell creates a creature constructed from magical ice	e. 23	Fortitude negates	1 standard	19 rounds	Touch	V, S	Yes	Necromancy	splcmp: p,52
ect:  'ou infect one creature/round with chosen disease.			action		Target: Creature tou	ched		Caster Level: 19	
Contingent Energy Resistance			1 minute	19 hours [D]	Personal  Target: You	V, S, M		Abjuration  Caster Level: 19	draco: p.109
This spell functions similarly to contingency, but with a mage associated with one of the five types of energy [a ainst that type of energy for the remainder of the spe propriate type]. Once the energy type protected against the than one contingent energy resistance in effect on you in effect, the earlier spell automatically expires. The end energy type [such as from the resist energy spell]. He tringent energy resistance [electricity], or any other two s	acid, coli ell's dura by a par ourself a nergy res lowever, such spe	ld, electricity, fire, or son ation [just as if you we rticular casting of this sop at the same time-if you c sistance granted by this , it is possible to be simu	nic], the speere under the pell is determented the spell does ultaneously different type 1 standard	ill automatically grants you resistance 10 ne effect of a resist energy spell of the hined, it can't be changed. You can't have I a second time while an earlier casting is not stack with similar benefits against the under the effect of resist energy [fire] and es of energy.	) e e e e e	V, S, M/DF	· No	Transmutation	phb: p.214
ect: laises or lowers water.			action		Target: Water in a ve	olume of 19	90 ft by 190 ft by 38 ft	[Water] Caster Level: 19	
Cure Serious Wounds	23	Will half (harmless); see text	1 standard action	Instantaneous	Touch  Target: Creature tou	V, S iched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 19	phb: p.216
ou channel positive energy through your hand that cures □□□□□Dispel Magic	s 3d8+1	15 damage None	1 standard	Instantaneous	Medium (290 ft.)	V, S	No	Abjuration	draco: p.107-108
ect:			action			ster, creatu	re, or object; or 20-ft.	Caster Level: 19	
ancels magical spells and effects.  Cancels magical spells and effects.	23	Reflex half	1 standard action	Instantaneous	radius burst 20 ft.	V, S	Yes	Evocation [Acid, Cold, Fire, Electricity, Sonic]	cmpdvn: p.164
ect: Burst of energy centered on you damages nearby creatur	res.				Target: All creatures centered on you	within a 20	)-ftradius burst	Caster Level: 19	
□□□□ Enhance Wild Shape			1 minute	19 hours	Personal  Target: You	V, S		Transmutation  Caster Level: 19	splcmp: p,82
our wild shape ability gains a bonus.				190 minutes [D]	-	V, S		Transmutation	splcmp: p,84
			action						
ect:	nt		action		Target: You			Caster Level: 19	
ect: lase speed becomes 60 feet, gain skill bonuses and scer	ent. 23	Fortitude negates; see text		19 rounds	=	V, S	Yes	Caster Level: 19 Abjuration [Air]	splcmp: p,86
ect: Jase speed becomes 60 feet, gain skill bonuses and scen Julie Eye of the Hurricane ect: Storm pushes creatures, calm at center.			e 1 standard action	19 rounds	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an	emanation ea centered	centered on you, with		splcmp: p,86 motwld: p.88
ect: Base speed becomes 60 feet, gain skill bonuses and scer Company C	23	None	1 standard action 1 action	19 hours	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an	emanation ea centered V, S, DF	centered on you, with	Abjuration [Air]  Caster Level: 19	
ect: Base speed becomes 60 feet, gain skill bonuses and scered: Compared: Co	23	None	ation  1 action  1 action	19 hours	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre	emanation ea centered V, S, DF eatures	centered on you, with	Abjuration [Air]  Caster Level: 19  Transmutation	
ect: 3ase speed becomes 60 feet, gain skill bonuses and scer 3ase speed becomes 60 feet, gain skill bonuses and scer 5ct: 5torm pushes creatures, calm at center. 5cm pushes creatures, calm at center. 6ct: 6ct: 6ct: 6ct: 6ct: 6ct: 6ct: 6ct:	23 ph each 23	None subject into a feathered Reflex half	a 1 standard action  1 action  1 action  d animal of S 1 standard action  Is 15d6 point	19 hours imall size or smaller Instantaneous ts of damage.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10	emanation ea centered V, S, DF eatures V, S, DF	centered on you, with d on you Yes (harmless)	Abjuration [Air]  Caster Level: 19  Transmutation Caster Level: 19  Evocation [Fire] Caster Level: 19	motwld: p.88 phb: p.231
ect:  asse speed becomes 60 feet, gain skill bonuses and scered becomes 60 feet, gain skill bonuses and scered:  storm pushes creatures, calm at center.  cet:  cut:  purple Feathers  cut:  purple Flame Strike  cet:  A flame strike produces a vertical column of divine fire road	23 ph each 23	None subject into a feathered Reflex half	a 1 standard action  1 action  1 action  d animal of S 1 standard action  Is 15d6 point	19 hours mall size or smaller Instantaneous	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal	emanation ea centered V, S, DF eatures	centered on you, with d on you Yes (harmless)	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation	motwld: p.88
ect:  aase speed becomes 60 feet, gain skill bonuses and scel Eye of the Hurricane  ect:  storm pushes creatures, calm at center. Feathers  ect:  unctions like polymorph other, except that you polymorp Flame Strike  ect:  t flame strike produces a vertical column of divine fire ros Forestfold  ect:  aain +20 competence bonus on Hide and Move Silently of	23 oh each 23 oaring do	text  None subject into a feathered Reflex half ownward. The spell deal in one type of terrain. Will negates	e 1 standard action  1 action  3 animal of S 1 standard action  Is 15d6 point 1 standard action  1 standard	19 hours imall size or smaller Instantaneous ts of damage.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You	emanation ea centerec V, S, DF eatures V, S, DF  V, S, DF	centered on you, with d on you Yes (harmless)	Abjuration [Air]  Caster Level: 19  Transmutation Caster Level: 19  Evocation [Fire] Caster Level: 19	motwld: p.88 phb: p.231
Fect:  Base speed becomes 60 feet, gain skill bonuses and sceled:  Base speed becomes 60 feet, gain skill bonuses and sceled:  Base speed becomes 60 feet, gain skill bonuses and sceled:  Base speed becomes calm at center.  Base strike peathers  Base strike produces a vertical column of divine fire road produces a vertical column of divine fire road produces and sceled:  Bain +20 competence bonus on Hide and Move Silently of the column of Movement feet:  Bain +20 competence bonus on Movement feet:  Bain +20 feet:  Base speed becomes 60 feet, gain skill bonuses and sceled:  Base speed becomes 60 feet,	23  ph each 23  paring do  checks i 23  and atta	text  None subject into a feathered Reflex half ownward. The spell deal in one type of terrain. Will negates (harmless) ack normally for the dui	e 1 standard action  1 action  3 animal of S 1 standard action  Is 15d6 point 1 standard action  1 standard action  1 standard action  1 standard action	19 hours imall size or smaller Instantaneous ts of damage. 190 minutes [D] 190 minutes spell, even under the influence of magin	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat	emanation ea centerec V, S, DF eatures V, S, DF  V, S, DF	centered on you, with d on you Yes (harmless) Yes	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19	motwld: p.88 phb: p.231 cmpadv: 149
act:  alse speed becomes 60 feet, gain skill bonuses and sceled:  act:  bloom pushes creatures, calm at center.  corriging Feathers  act:  unctions like polymorph other, except that you polymorp  corriging Flame Strike  act:  a flame strike produces a vertical column of divine fire road  corriging Forestfold  act:  bloom petence bonus on Hide and Move Silently of  act:	ph each 23 paring do checks i 23 and atta g, slow, scape A	None subject into a feathered Reflex half bwnward. The spell deal in one type of terrain. Will negates (harmless) ack normally for the dui and web. The subject a tritist checks made to es:	e 1 standard action  1 action  8 animal of S 1 standard action  ration of the standard action of the standard action ac	19 hours  imall size or smaller Instantaneous  is of damage. 190 minutes [D]  190 minutes  spell, even under the influence of maging succeeds on any grapple check made to let or a pin.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat	emanation ea centerec V, S, DF eatures V, S, DF  V, S, DF  uv, S, DF	centered on you, with d on you Yes (harmless)  Yes  Yes (harmless)	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108
ect:  aase speed becomes 60 feet, gain skill bonuses and scel Eye of the Hurricane  ect:  storm pushes creatures, calm at center. Feathers  ect:  unctions like polymorph other, except that you polymorph Flame Strike  ect:  at flame strike produces a vertical column of divine fire rose Forestfold  ect:  bain +20 competence bonus on Hide and Move Silently of Freedom of Movement  ect:  his spell enables you or a creature you touch to move it usually impedes movement, such as paralysis, solid fog ists a grapple attempt, as well as on grapple checks or Es Freeze Armor  ect:	ph each 23 paring do checks i 23 and atta g, slow, scape A 23	None subject into a feathered Reflex half  burnward. The spell deal in one type of terrain. Will negates (harmless) cack normally for the du and web. The subject a urist checks made to esc Fortitude partial; see text	e 1 standard action  1 action  1 action  2 animal of S 1 standard action	19 hours  small size or smaller Instantaneous  as of damage. 190 minutes [D]  190 minutes  spell, even under the influence of magic succeeds on any grapple check made to ble or a pin. 19 rounds	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat	emanation ea centerect V, S, DF eatures V, S, DF V, S, DF UV, S, DF V, S, M, DF Urre touched V, S	centered on you, with don you Yes (harmless) Yes Yes (harmless)	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration	motwld: p.88 phb: p.231 cmpadv: 149
act:  lase speed becomes 60 feet, gain skill bonuses and scending by the Hurricane extreme by the Hurricane by the Hurricane late of the Hurricane extreme by the Hurricane Strike extreme by the Hurricane Strike extreme by the Hurricane Strike extreme by the Hurricane extreme by the Hurricane Bottler of the Hurricane extreme by the Hurricane extreme extreme extreme extreme by the Hurricane extreme e	ph each 23 paring do checks i 23 and atta g, slow, scape A 23	text  None  subject into a feathered Reflex half  ownward. The spell deal  in one type of terrain.  Will negates (harmless)  ack normally for the dur, and web. The subject a ritist checks made to es.  Fortitude partial; see text  Ver of ice and extreme of None	e 1 standard action  1 action  1 action  1 action  3 animal of S  1 standard action  2 standard action  3 standard action	19 hours  mall size or smaller Instantaneous  its of damage. 190 minutes [D]  190 minutes  spell, even under the influence of maging succeeds on any grapple check made to lee or a pin. 19 rounds  lizing and damaging the armors wearers.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet ar Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat  Close (70 ft.)  Target: Metal equipr  Personal	emanation ea centerect V, S, DF eatures V, S, DF V, S, DF UV, S, DF V, S, M, DF Urre touched V, S	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  d  Yes  Creatures	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleportation) [Cold]	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108
act:  aase speed becomes 60 feet, gain skill bonuses and scell  ct:  act:  blorm pushes creatures, calm at center.  ct:  ct:  ct:  ct:  ct:  ct:  ct:  ct	23  poh each 23  checks i 23  and atta g, slow, 23  and atta into a lay	text  None  subject into a feathered Reflex half  ownward. The spell deal  in one type of terrain.  Will negates (harmless)  ack normally for the dur, and web. The subject a rutist checks made to extext  yer of ice and extreme on the control of t	e 1 standard action  1 action  1 action  2 animal of S 1 standard action  2 standard action  3 standard action  5 standard action  5 standard action  6 standard action  6 standard action  6 standard action  6 standard action	19 hours  small size or smaller Instantaneous  ts of damage. 190 minutes [D]  190 minutes  spell, even under the influence of magic succeeds on any grapple check made to le or a pin. 19 rounds  lizing and damaging the armors wearers. 19 hours or until expended; see text  of slush, snow, or ice up to the distance eparture, not at the point of arrival.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat (200 ft.)  Target: Metal equipr  Personal	emanation ea centered V, S, DF eatures V, S, DF V, S, M, DF Ure touched V, S ment of 19 of V, S, DF, Frostfell	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  Yes (harmless)  d  Yes  creatures  No	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleportation) [Cold] Caster Level: 19	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108 frstbn: p.94
Base speed becomes 60 feet, gain skill bonuses and sceled base speed becomes 60 feet, gain skill bonuses and sceled:  Storm pushes creatures, calm at center.  Compared by Feathers  Feet:  Compared by Feathers  Feet:  A flame Strike produces a vertical column of divine fire rose  Compared by Forestfold  Compared by Freedom of Movement  Feet:  Compared by Freedom of Movement  Compared by Freedom	23  and attition and attition a lay of slustropon the	None subject into a feathered Reflex half sunward. The spell deal in one type of terrain. Will negates (harmless) cack normally for the duand web. The subject a wrist checks made to est Fortitude partial; see text yer of ice and extreme of None h, snow, or ice to any of substance touched at the None	e 1 standard action  1 action  1 action  1 action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  5 standard action	19 hours  mail size or smaller Instantaneous  as of damage. 190 minutes [D]  190 minutes  spell, even under the influence of magic succeeds on any grapple check made to ele or a pin. 19 rounds  lizing and damaging the armors wearers. 19 hours or until expended; see text  of slush, snow, or ice up to the distance eparture, not at the point of arrival. 19 minutes	Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.) Target: 19 willing cre Medium (290 ft.) Target: Cylinder 10 Personal Target: You Personal or touch Target: You or creat Close (70 ft.) Target: Metal equipr Personal Target: You Close (70 ft.) Target: You Close (70 ft.) Target: You	emanation ea centerec V, S, DF eatures V, S, DF V, S, DF V, S, M, DF ure touched V, S ment of 19 or V, S, DF, Frostfell V, S, DF vermin, no t	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  Yes  Yes creatures  No  Yes	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleportation) [Cold]	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108 frstbn: p.94
act:  asse speed becomes 60 feet, gain skill bonuses and scell  ct:  asse speed becomes 60 feet, gain skill bonuses and scell  ct:  blorm pushes creatures, calm at center.  ct:  ct:  ct:  ct:  ct:  ct:  ct:  ct	23  checks i 23  and attra g, slow, x23  and attra g, slow, to a lay  of slush ppon the	subject into a feathered Reflex half burnward. The spell deal in one type of terrain. Will negates (harmless) ack normally for the durand web. The subject autist checks made to est Fortitude partial; see text yer of ice and extreme continued to the continued of	e 1 standard action  1 action  1 action  2 animal of S 1 standard action	19 hours  small size or smaller Instantaneous  ts of damage. 190 minutes [D]  190 minutes  spell, even under the influence of magic succeeds on any grapple check made to leo or a pin. 19 rounds  lizing and damaging the armors wearers. 19 hours or until expended; see text  of slush, snow, or ice up to the distance eparture, not at the point of arrival. 19 minutes  pion into larger forms. Only one type o st be grown to the same size.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat (200 ft.)  Target: Metal equipr  Personal  Target: Wou or Creat (200 ft.)  Target: Metal equipr  Target: You or Close (70 ft.)  Target: You or Close (70 ft.)  Target: You or Close (70 ft.)	emanation ea centered V, S, DF eatures V, S, DF V, S, M, DF Ure touched V, S, DF, Frostfell V, S, DF, Frostfell V, S, DF vermin, no trit	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  Yes  Yes (harmless)  d  Yes  creatures  No  Yes  wo of which can be	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleportation) [Cold] Caster Level: 19 Transmutation Caster Level: 19	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108 frstbn: p.94 phb: p.235
asse speed becomes 60 feet, gain skill bonuses and scell cat:  asse speed becomes 60 feet, gain skill bonuses and scell cat:  blorm pushes creatures, calm at center.  cat:  blorm pushes creatures, calm at center.  cat:  ca	23  checks i and attitude and a	None subject into a feathered Reflex half command. The spell deal in one type of terrain. Will negates (harmless) lack normally for the durand web. The subject a ritist checks made to est Fortitude partial; see text yer of ice and extreme of None h, snow, or ice to any is substance touched at the None ders, or a single normal centipede and a spider; Will negates	e 1 standard action  1 action  2 animal of S 1 standard action  2 standard action  2 standard action  2 standard action  3 standard action  3 standard action  3 standard action	19 hours  small size or smaller Instantaneous  ts of damage. 190 minutes [D]  190 minutes  spell, even under the influence of magic succeeds on any grapple check made to leo or a pin. 19 rounds  lizing and damaging the armors wearers. 19 hours or until expended; see text  of slush, snow, or ice up to the distance eparture, not at the point of arrival. 19 minutes  pion into larger forms. Only one type o st be grown to the same size.	40 ft.  Target: 40 ft. radius 10 ft. radius quiet an Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat (200 ft.)  Target: Metal equipr  Personal  Target: Wou or Creat (200 ft.)  Target: Metal equipr  Target: You or Close (70 ft.)  Target: You or Close (70 ft.)  Target: You or Close (70 ft.)	emanation ea centerec V, S, DF eatures V, S, DF V, S, M, DF Ure touched V, S, DF, Frostfell V, S, DF, Frostfell V, S, DF vermin, no touch v, S	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  Yes  Yes creatures  No  Yes	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleportation) [Cold] Caster Level: 19 Transmutation	motwid: p.88  phb: p.231  cmpadv: 149  draco: p.107-108  frstbn: p.94
act:  asse speed becomes 60 feet, gain skill bonuses and scered:  act:  bloom pushes creatures, calm at center.  corriging Feathers  act:  act:  a flame Strike  act:  A flame strike produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces a vertical column of divine fire road and active produces and active produc	23  checks i 23  and attra g, slow, x23  and attra g, slow, to a lay  of slush ppon the	None subject into a feathered Reflex half  bownward. The spell deal in one type of terrain. Will negates (harmless) ack normally for the durand web. The subject a ritist checks made to est Fortitude partial; see text yer of ice and extreme connections.  h, snow, or ice to any is substance touched at the None  ders, or a single normal centipede and a spider; Will negates	e 1 standard action  1 action  1 action  1 animal of S 1 standard action	19 hours  Imall size or smaller Instantaneous  Its of damage. 190 minutes [D]  190 minutes  spell, even under the influence of maging succeeds on any grapple check made to let or a pin. 19 rounds  Iizing and damaging the armors wearers. 19 hours or until expended; see text  of slush, snow, or ice up to the distance eparture, not at the point of arrival. 19 minutes  pion into larger forms. Only one type of st be grown to the same size. 19 minutes	40 ft.  Target: 40 ft. radius 10 ft. radius quiet ar Close (70 ft.)  Target: 19 willing cre Medium (290 ft.)  Target: Cylinder 10  Personal  Target: You  Personal or touch  Target: You or creat of the company of the	emanation ea centerec V, S, DF eatures V, S, DF V, S, DF V, S, M, DF Urre touched V, S, DF, Frostfell V, S, DF, V, S	centered on you, with don you Yes (harmless)  Yes  Yes (harmless)  Yes  Yes (harmless)  d  Yes  creatures  No  Yes  wo of which can be	Abjuration [Air] Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Transmutation Caster Level: 19 Abjuration Caster Level: 19 Transmutation [Cold] Caster Level: 19 Conjuration (Teleporation) [Cold] Caster Level: 19 Transmutation Caster Level: 19 Transmutation	motwld: p.88 phb: p.231 cmpadv: 149 draco: p.107-108 frstbn: p.94 phb: p.235

	20	Will possess	1 01	Druid Spells	Touch	V 0 11/0	= Voo (hal)	Abjurction	onlows: = 474
Greater Resistance	23	Will negates (harmless)	1 standard action	24 110UFS	Touch		F Yes (harmless)	Abjuration  Caster Level: 19	splcmp: p,174
Subject gains +3 on saving throws.					Target: Creature to				
Greater Wings of Air	23	None (harmless)	1 standard action	19 minutes	Touch	V	No (harmless)	Transmutation	splcmp: p,240
Effect: Subject's flight maneuverability improves by two steps.					Target: Winged cre	ature touch	ed	Caster Level: 19	
Hibernal Healing  Effect:	23	Fortitude half (harmless)		Instantaneous	Personal  Target: You	V, S, Frostfell	Yes (harmless)	Transmutation [Cold] Caster Level: 19	frstbn: p.97
You absorb slush, snow, and ice, channeling the cold er and ice within 10 feet of the caster.	nergy s	tored within to cure 15*	10 points of	damage. The spell melts all slush, snow	Ι,				
Icelance  Effect:  Changes ice into lance, which attacks target for 5d6 dam	23	See text	1 action	Instantaneous	Medium (290 ft.)  Target: One lance	V, S, M of ice	Yes	Transmutation Caster Level: 19	pgtfae: p.105
Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which attacks target for soo dam  Changes ice into fance, which is the sound in the sound ice i	aye an	None		1 full round	Long (1160 ft.)	V, S, M/DI	Yes	Evocation [Cold]	phb: p.243
Effect:	laalina	2d6 points of bludgeoni	action	and 2d6 points of cold damage to over	Target: Cylinder 20			Caster Level: 19	
Great magical hailstones pound down for 1 full round, or treature in the area.		-			•				
□□□□ Improved Blindsight	23	Will negates (harmless)	1 action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	svgspc: p.67
Effect: Subject gains blindsight 30 ft. for 19 minutes					Target: Creature to			Caster Level: 19	
Julu Jaws of the Wolf		None	1 standard action	19 rounds [D]	Close (70 ft.)	V, S, F	No	Transmutation	splcmp: p,127
Effect: One carving/2 levels turns into a worg.					Target: One or mor	e created w	rorgs	Caster Level: 19	
Land Womb	23	Will negates	1 standard action	190 minutes [D]	Touch	V, S	Yes	Abjuration	splcmp: p,130
Effect:			acuUII		Target: You and 19	other creat	ures	Caster Level: 19	
You and 19 creatures hide within the earth.  ———————————————————————————————————	23	Will negates	1 action	190 minutes	Touch	V, S	Yes	Abjuration	magfae: p.104
Effect: You descend into a protective bubble inthe earth below w	here '	ou are standing			Target: You and 19	creatures		Caster Level: 19	
You descend into a protective bubble intre earth below w	vnere y 23	Will negates	1 standard	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	cmpdvn: p.167
Effect:			action		Target: Ray			Caster Level: 19	
Ray slows target and diminishes its Strength.	23	Will partial	1 standard	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p,130
Effect:		÷	action		Target: Ray			Caster Level: 19	
Ray slows subject and diminishes its Strength.	23	Will negates	1 action	19 rounds	Close (70 ft.)	V, S	Yes	Transmutation	motwld: p.89
בוֹבוֹים Languor Effect:	23	vviii negates	action	10 rounus	Close (70 π.)  Target: Ray	۷, ٥	100	Caster Level: 19	motwid. p.o9
Causes creatures it hits to become weak and slow.	23	None; see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Necromancy	cmpdvn: p.167
□□□□□Last Breath  Effect:	20	. tono, see text	action					Caster Level: 19	pavii. p. 101
You can return a dead creature to 0 hit points, provided it	t died w	vithin the last round.	2 m	Instantaneous	Target: Dead create				onlaws: = 404
□□□□□Lay of the Land  =ffect:			3 rounds	Instantaneous	Personal  Target: You	V, S, F/DF		Divination  Caster Level: 21	splcmp: p,131
You gain an overview of the geography around you.	22	Will pageton	1 stander '	10 minutes [D]		V C F/DF	Vac (harmlaa-)		enleme: n 44
□□□□□ Mass Burrow	23	Will negates (harmless)	1 standard action	19 minutes [D]	Touch		Yes (harmless)	Transmutation	splcmp: p,41
Effect: As burrow, but affects 1/level subjects.					ft. apart		which are more than 3		
□□□□ Mass Calm	23	Will negates	1 action	19 minutes	Close (70 ft.)	V, S	Yes	Enchantment (Compulsion)	motwld: p.91
Effect:							gical beasts with Int of 1	[Mind-affecting] Caster Level: 19	
This spell soothes and quiets the subjects, rendering the	m docil	e and harmless	1 standard	190 minutes		h may be n	nore than 30 ft apart	Transmutation	cmpdvn: p.157
Effect:			action		, ,		es, no two of which can		
Grants +10 bonus on Hide checks.		None	1 01	10 minutes	be more than 60 ft.	apart			onlaws: = 040
□□□□□ Mass Surefooted Stride		None	1 standard action	19 minutes	Close (70 ft.)	V, S	No	Transmutation	splcmp: p,216
Effect: As surefooted stride but multiple subjects.					ft. apart		which are more than 3		
⊒□□□□ Mass Swim		None	1 round	190 minutes [D]	Medium (290 ft.)	V, S, M	Yes (harmless)	Transmutation [Water]	splcmp: p,217
Effect: As swim, but 19 creatures.					Target: 19 creature ft. apart	s, no two of	which are more than 3		
⊒□□□ Miasma	23	See text	1 action	95 rounds	Medium (290 ft.)		Yes	Evocation	motwld: p.91
Effect:  By filling the subject's mouth and throat with unbreathable	e gas,	you prevent him or her fr	om doing m	uch more than coughing and spitting	Target: One living of	creature		Caster Level: 19	
□□□□ Miasma of Entropy	23	Fortitude half or Will negates (object); see	1 standard		30 ft.	V, S	Yes (object)	Necromancy	splcmp: p,141
Effect:		text			Target: Cone shape	ed hurst or a	one solid object; see tex	t Caster Level: 10	
Rot all natural materials in 30 ft. cone-shaped burst.	23	Fortifued half (living	1 stand !	Instantaneous					enleme: n 140
□□□□ Moon Bolt	23	Fortitude half (living target) or Will negates (undead target)		modifidieous	Long (1160 ft.)	V, S	Yes	Evocation	splcmp: p,143
Effect:		(unueau target)			Target: One living of	or undead c	reature, or two living or	Caster Level: 19	
6d4 Strength damage; undead made helpless.					see text		nore than 15 ft. apart;		
□□□□ Murderous Mist	23	Reflex half; see text	1 standard action	19 rounds	Close (70 ft.)	V, S	Yes	Evocation	cmpdvn: p.169
Effect: Steam deals 2d6 damage, blinds creatures.					Target: Cloud that s	spreads in 3	0-ft. radius, 20 ft. high	Caster Level: 19	
⊒□□□□ Nature's Balance	23	Fortitude negates (harmless)	1 action	190 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.107
Effect:	nuto-	(			Target: Creature to	uched		Caster Level: 19	
You transfer 4 ability score points to the target for 190 mi	nutes. 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
Effect:		IOAL			Target:			Caster Level: 19	
Gain greater control over Limbo's morphic essence.  Planar Tolerance		None	1 immediate	19 hours	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p,159
Effect:			action		Target: 19 creature	s in a 20 ft	radius burst centered	Caster Level: 19	
Provides long-term protection against overtly damaging p			1 01	100 minutes	on you				onlaws: = 400
⊒□□□□ Poison Vines	23	Fortitude negates; see text	1 standard action	190 minutes	Medium (290 ft.)		Yes	Conjuration (Creation)	splcmp: p,160
Effect: Vines grow and poison creatures stuck within them.					Target: 190 ft. radio			Caster Level: 19	
	23	Will negates	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration	motwld: p.93
□□□□□ Regenerate Serious Wounds	23	(harmless)						(Healing)	

				Druid Spells					
□□□□ Reincarnate	23	None; see text	10 minutes	Instantaneous		V, S, M, DF	Yes (harmless)	Transmutation	phb: p.270
Effect: With this spell, you bring back a dead creature in another	body,	provided that its death of	occurred no	more than one week before the casting	Target: Dead creatu of	re touched		Caster Level: 19	
ne spell and the subjects soul is free and willing to return.  DDDD Repel Vermin	23	None or Will negates;		190 minutes	10 ft.	V, S, DF	Yes	Abjuration	phb: p.271
ffect:		see text	action		Target: 10 ft. radius	emanation	centered on you	Caster Level: 19	
An invisible barrier holds back vermin. A vermin with Hit I lice of one-third your level or more can penetrate the barri	ier if it	succeeds on a Will save	e. Even so,						
oints of damage, and pressing against the barrier causes p	23	None; see text	1 standard	Instantaneous	Medium (290 ft.)	V, S, DF	No	Conjuration	splcmp: p,178
Effect:			action		Target: 15 ft. radius	spread		(Creation) [Water] Caster Level: 19	
Wave makes bull rush attack.		None	1 standard	See text	Touch	V, S, DF	No	Transmutation	phb: p.273
ffect: Any iron or iron alloy item you touch becomes instantaned	ously ru	usted, pitted, and worthle	action ess, effective	ely destroyed.	of the object within 3	gical ferrous	s object [or the volume ouched point] or one	Caster Level: 19	
□□□□□ Scrying	24	Will negates	1 hour	21 minutes		V, S,	Yes	Divination	phb: p.274
Effect:					Target: Magical sen	M/DF, F sor		(Scrying) Caster Level: 21	
You can see and hear some creature, which may be at an Shadowblast	ny dista 23	nce. Fortitude negates		Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation [Light]	splcmp: p,186
			action		Target: 20 ft. radius	spread		Caster Level: 19	
Blast of light stuns and damage natives to the Plane of Sh	nadow. 23	Fortitude negates	1 standard	19 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p,188
Effect:		(harmless)	action		Target: Living creatu	ire touched		Caster Level: 19	
Subject gains immunity to fatigue, exhaustion, ability dama	age, ai 23	nd ability drain. Will negates	1 standard	19 rounds		V, S	Yes	Necromancy	splcmp: p,196
Effect:		3	action		Target: Undead crea			Caster Level: 19	
Undead creature loses most immunities.	23	Reflex partial	1 standard	19 hours	Medium (290 ft.)			Transmutation	phb: p.283
□□□□□Spike Stones  Effect:	_5	purion	action	. ====	Target: 19 20-ft. squ			[Earth] Caster Level: 19	, ,
errect:  Rocky ground, stone floors, and similar surfaces shape mpede progress through an area and deal damage. Any					es	ui Co		Jasiel Level: 19	
ddition, each creature moving through the area takes 1d8 p	points o	of piercing damage for e Fortitude partial	ach 5 feet o	f movement through the spiked area.  Instantaneous		V, S, M	Yes	Transmutation	splemp n 206
Starvation	23	i ormude partial	action	moralitaticous			163	Transmutation	splcmp: p,206
Effect: Hunger pangs deal 19d6 damage, cause fatigue.		Nana	4 -4 - 1	la de atamén de la companya de la co	Target: One living co		· NI-	Caster Level: 19	deall
Stone Metamorphosis		None	1 standard action	Instantaneous		V, S, M/DF		Transmutation [Earth]	undrdk: p.61
Effect: You can transform one type of rock into another type of rock					Target: Stone object			Caster Level: 19	
□□□□□ Sudden Stalagmite	23	Reflex half	1 standard action	Instantaneous	Medium (290 ft.)  Target: One creature		No	Conjuration (Creation) [Earth] Caster Level: 19	splcmp: p,213
Impaling stalagmite damage and holds foes.  DDDDSummon Elementite Swarm		None	1 round	Concentration, up to 20 rounds	Close (70 ft.)	V, S	No	Conjuration	splcmp: p,214
Effect: Summon an elementite swarm to follow your commands.					Target: One summo	ned elemei	ntite swarm	(Summoning) [see text] Caster Level: 19	
Summon Nature's Ally IV		None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration	phb: p.288
Effect:			Paral				no two of which can be	(Summoning) e Caster Level: 19	
This spell summons a natural creature. It appears where est of its ability. You conjure creatures from the 4th-level lis	st on th	e Summon Natures Ally	table.					-	
□□□□□Superior Magic Fang			1 standard action	19 rounds		V, S		Transmutation	splcmp: p,136
Effect: Your natural weapons gain +4 enhancement bonus.					Target: You			Caster Level: 19	
□□□□□ Vortex of Teeth		None	1 standard action	19 rounds [D]			Yes	Evocation [Force]	splcmp: p,232
Effect:  3d8 points of damage due to force per round to all creatur	res in tl	ne area.			Target: Hollow cyline 5 ft. radius safe zone		adius, 20 ft. high, with a nter]	Caster Level: 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
Effect: Creates shapeable transparent wall of water.					Target: A straight was squares [S]	all whose a	rea is up to 19 10 ft.	Caster Level: 19	
□□□□□ Waterball	23	Reflex half	1 action	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation	motwld: p.96
Effect: A waterball is a spherical burst of water that looks like a bl	lue fire	ball			Target: 20-ft. radius			Caster Level: 19	
□□□□ Wild Runner			1 standard action	190 minutes [D]		V, S, DF		Transmutation	splcmp: p,239
Effect: Change into centaur, gain some abilities.					Target: You			Caster Level: 19	
□□□□ Wind at Back	23	Fortitude negates (harmless)	1 standard action	12 hours	Medium (290 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239
Effect: Doubles overland speed of subjects for 12 hours.					Target: 19 creatures ft. apart	, no two of	which are more than 3	0 Caster Level: 19	
□□□□ Wood Rot		None	1 standard action	Instantaneous or 19 rounds; see text		V, S, M	No	Transmutation	splcmp: p,241
					Target: One nonmai	gical woode	en object or a volume o	f Caster Level: 19	
	reature	S.			wood; or one plant of				
Effect:	reature	s.		LEVEL 5					
Effect:	reature	Saving Throw	Time	LEVEL 5	wood; or one plant of		Spell Resistance	School	Source
Effect: Destroy wooden items or deal 3d6+15 damage to plant cr					wood; or one plant o	reature	Spell Resistance Yes	School Transmutation	Source phb: p.198
iffect: Destroy wooden items or deal 3d6+15 damage to plant cr Name Animal Growth	DC 24	Saving Throw Fortitude negates	1 standard	Duration	Range Medium (290 ft.)	Comp. V, S nimal [Garg	Yes antuan or smaller] per	Transmutation	
Effect: Destroy wooden items or deal 3d6+15 damage to plant cr.  Name Animal Growth  Effect: A number of animals grow to double their size and eight ti	DC 24	Saving Throw Fortitude negates	1 standard action	Duration	Range Medium (290 ft.)  Target: Up to one art two levels, no two or apart	Comp. V, S nimal [Garg	Yes antuan or smaller] per	Transmutation	phb: p.198
Refect: Destroy wooden items or deal 3d6+15 damage to plant cross the plant of the	DC 24	Saving Throw Fortitude negates eir weight.	1 standard action 1 standard	<b>Duration</b> 19 minutes	Range Medium (290 ft.)  Target: Up to one at two levels, no two of apart 10 ft.  Target: 10 ft. radius	Comp. V, S himal [Garg which can	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you	Transmutation  Caster Level: 19	phb: p.198 splcmp: p,13
Name Animal Growth  Cffect: A number of animals grow to double their size and eight to Anitoold Sphere  Cffect: Sphere hedges out cold creatures and protects you from a	DC 24	Saving Throw Fortitude negates eir weight. None	1 standard action 1 standard action	Duration 19 minutes 190 minutes [D]	Range Medium (290 ft.)  Target: Up to one art two levels, no two of apart 10 ft.  Target: 10 ft. radius Touch	Comp. V, S himal [Garge which can V, S emanation V, S, M, F, DF, XP	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration	phb: p.198
Name Animal Growth  Fifect: A number of animals grow to double their size and eight ti Anicold Sphere  Fifect: Sphere hedges out cold creatures and protects you from animals grow to double their size and eight ti Animal Growth  Fifect: Sphere hedges out cold creatures and protects you from animals grow to double their size and eight ti	DC 24 imes th	Saving Throw Fortitude negates eir weight. None	1 standard action  1 standard action  1 hour	Duration 19 minutes 190 minutes [D] Instantaneous	Range Medium (290 ft.)  Target: Up to one art two levels, no two of apart 10 ft.  Target: 10 ft. radius Touch Target: Living create	Comp. V, S himal [Garg which can V, S emanation V, S, M, F, XP ure touched	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration  Caster Level: 19	phb: p.198 splcmp: p,13 phb: p.201
Name Animal Growth  Stect: A number of animals grow to double their size and eight to a number of animals grow	DC 24	Saving Throw Fortitude negates eir weight. None	1 standard action  1 standard action  1 hour	Duration 19 minutes 190 minutes [D]	Range Medium (290 ft.) Target: Up to one art two levels, no two of apart 10 ft. Target: 10 ft. radius Touch Target: Living create Touch	Comp. V, S mirmal [Garge which can V, S emanation V, S, M, F, DF, XP are touched V, S, DF, XP	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration  Caster Level: 19  Transmutation	phb: p.198 splcmp: p,13
Name Name Animal Growth  Steet: A number of animals grow to double their size and eight ti Animal Anticold Sphere  Sphere hedges out cold creatures and protects you from one of the color	DC 24 imes th cold.	Saving Throw Fortitude negates eir weight. None  None  Will negates	1 standard action  1 standard action  1 hour  24 hours	Duration 19 minutes 190 minutes [D] Instantaneous Instantaneous	Range Medium (290 ft.) Target: Up to one at two levels, no two of apart 10 ft. Target: 10 ft. radius Touch Target: Living create Touch Target: Animal or tre	Comp. V, S mimal [Garge which can V, S emanation V, S, M, F, DF, XP ure touched V, S, DF, XP ee touched	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration  Caster Level: 19  Transmutation  Caster Level: 19	phb: p.198 splcmp: p,13 phb: p.201 phb: p.202
Name Animal Growth  Fifect: A number of animals grow to double their size and eight to a number of animals grow to	DC 24 imes th	Saving Throw Fortitude negates eir weight. None	1 standard action  1 standard action  1 hour  24 hours	Duration 19 minutes 190 minutes [D] Instantaneous Instantaneous	Range Medium (290 ft.)  Target: Up to one and two levels, no two of apart 10 ft.  Target: 10 ft. radius Touch Target: Living create Touch Target: Animal or tre Close (70 ft.)	Comp. V, S  nimal [Garg which can V, S  emanation V, S, M, F, DF, XP  ire touched V, S, DF, XP  ive touched V, S	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration  Caster Level: 19  Transmutation  Caster Level: 19  Transmutation	phb: p.198 splcmp: p,13 phb: p.201
Name	DC 24 imes the cold.	Saving Throw Fortitude negates eir weight. None  Will negates  Fortitude negates, Wil partial; see text	1 standard action  1 standard action  1 hour  24 hours  1 standard action	Duration 19 minutes 190 minutes [D] Instantaneous Instantaneous	Range Medium (290 ft.)  Target: Up to one an two levels, no two of apart 10 ft.  Target: Living create Touch Target: Animal or tre Close (70 ft.)  Target: One creature	Comp. V, S  nimal [Garg which can V, S  emanation V, S, M, F, DF, XP  ire touched V, S, DF, XP  ive touched V, S	Yes antuan or smaller] per be more than 30 ft.  Yes centered on you  Yes  Yes	Transmutation  Caster Level: 19  Abjuration [Cold]  Caster Level: 19  Abjuration  Caster Level: 19  Transmutation  Caster Level: 19	phb: p.198 splcmp: p,13 phb: p.201 phb: p.202

				Druid Spells					
Effect:					Target: You and all	allies and e	nemies within 30-ft.	Mind-affecting] Caster Level: 19	
Creates the sensation that the sky is filled with invisible na	ature sp			Concentration	radius emanation Medium (290 ft.)		Yes	Evocation	omoduni n 152
⊒□□□□ Binding Winds  Effect:	24	Reflex negates	action	Concentration			165		cmpdvn: p.153
Air prevents target from moving, hinders ranged attacks.					Target: One creatur			Caster Level: 19	
⊒□□□□ Binding Winds  Effect:	24	Reflex negates	1 action	Concentration	Medium (290 ft.)  Target: One creatur	V, S	Yes	Evocation  Caster Level: 19	magfae: p.80
You create a flurry of air to encircle and hold your target			1 standard	10 rounds	Personal	V, S, M		Transmutation	enlemn: n 29
Bite of the Weretiger			action	19 Tourius		v, 3, IVI			splcmp: p,28
Effect: You gain the Strength and attacks of a weretiger.					Target: You			Caster Level: 19	
⊒□□□ Blizzard	24	Fortitude partial	1 round	19 rounds	Long (1160 ft.)	V, S	No	Transmutation [Cold]	frstbn: p.89
Effect: The temperature drops to below freezing and a powerful b	blizzard	I erupts in the area			Target: 19*100 ft ra	dius spread	ı	Caster Level: 19	
Call Avalanche	24	Reflex half; see text	1 round	Instantaneous	Long (1160 ft.)	V, S	No		frstbn: p.90
Effect: An avalanche of ice and snow falls out of the sky, dealing	g 8d6 p	points of crushing dama	ige and pote	entially burying Large or smaller creature	Target: 19*10 ft. rac s	dius spread		Caster Level: 19	
within the area.  Call Lightning Storm	24	Reflex half	1 round	19 minutes	Long (1160 ft.)	V, S	Yes	Evocation	phb: p.207
Effect:					Target: One or more	e 30-ftlong	vertical lines of	[Electricity] Caster Level: 19	
As call lightning, but 5d6 damage per bolt.	24	Will negates	1 standard	19 hours [D]	lightning Touch		Yes (harmless)	Transmutation	cmpadv: 144
Effect:		(harmless)	action	10 110410 [2]	Target: Creature to		100 (Hallingoo)	Caster Level: 19	ompast
Gain blur, freedom of movement, and while in water.	24	Will accept	4	40 haven	•		Van (harrelann)		
□□□□□ Cloak of the Sea	24	Will negates (harmless)	1 action	19 hours	Touch		Yes (harmless)	Transmutation	motwld: p.85
Effect: The subject retains his or her form, but appears to be com	nposed				-		s in contact with water	Caster Level: 19	
⊒□□□□ Cold Snap		None	1 minute	2d4 hours	1 mile	V, S	No	Transmutation [Cold]	splcmp: p,50
Effect: You lower temperature in area.					Target: 1-mileradius	s circle cent	ered on you	Caster Level: 19	
Commune with Earth		None	10 minutes	Instantaneous	Personal	V, S	No	Divination	racfae: p.189
Effect: Learn about the ground, minerals, bodies of water, etc.					Target: You			Caster Level: 21	
□□□□□Commune with Nature		None	10 minutes	Instantaneous	Personal Target: You	V, S	No	Divination  Caster Level: 21	phb: p.211
You become one with nature, attaining knowledge about the	the surr			40 4 50	-				
□□□□□Conjure Ice Beast V		None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF		Conjuration (Creation) [Cold]	frstbn: p.91
Effect: This spell creates a creature constructed from magical ice.	э.				Target: One conjure	ed ice creatu	ure	Caster Level: 19	
Control Winds	24	Fortitude negates	1 standard action	190 minutes	40 ft./level	V, S	No	Transmutation [Air	]phb: p.214
Effect: You alter wind force in the area surrounding you.					Target: 760 ft radius	s cylinder 40	0 ft. high	Caster Level: 19	
Cure Critical Wounds	24	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
Effect: You channel positive energy through your hand that cures	c 4d9±1		action		Target: Creature to	uched	toxt	Caster Level: 19	
Dance of the Unicorn	3 400+1	is damage.		19 minutes [D]	Personal	V, S		Abjuration	cmpdvn: p.161
Effect:			action		Target: You			Caster Level: 19	
You surround yourself with a purifying, swirling mist that w  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	vashes	None	1 standard	isons. 19 minutes [D]	5 ft./level	V, S	No	Abjuration	splcmp: p,58
Effect:			action		Target: 95 ft. radius	emanation	centered on you	Caster Level: 19	
Purifying mist washes the air clean of smoke, dust, and po	oisons. 24	Will negates	1 standard	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
		(harmless)							
Effect:		(Harriless)	action		Target: Living creat	ure touched	1	Caster Level: 19	
Grants immunity to death spells/effects and negative energi		ects.	1 standard	19 rounds	Target: Living creat				splcmp; p.65
Grants immunity to death spells/effects and negative energing Dire Hunger	rgy effe 24	,		19 rounds	Target: Living creat Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p,65
Grants immunity to death spells/effects and negative energing Dire Hunger  Effect: Subject grows fangs, attacks creatures near it.		ects. Fortitude negates	1 standard action		Target: Living creat Close (70 ft.) Target: One living c	V, S reature	Yes	Transmutation  Caster Level: 19	
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it.		ects.	1 standard action	19 rounds 19 days until discharged	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.)	V, S reature V, S		Transmutation  Caster Level: 19  Transmutation	spicmp: p,65 motwld: p.87
Grants immunity to death spells/effects and negative energing of the Hunger  Effect: Subject grows fangs, attacks creatures near it.  Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it	24	None ontain a spell	1 standard action  At least 10 min	19 days until discharged	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon	V, S reature V, S e trees	Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19	motwld: p.87
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it.  Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it	24	Fortitude negates	1 standard action  At least 10 min		Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon	V, S reature V, S e trees V, S, F	Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination	
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it.  Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it	24 t can co	notes. Fortitude negates  None  ontain a spell  None	1 standard action  At least 10 min  1 standard action	19 days until discharged 21 hours [D]	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon	V, S reature V, S e trees V, S, F	Yes No Yes (object)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21	motwld: p.87
Grants immunity to death spells/effects and negative energical contents of the specific contents	24 t can co	notes. Fortitude negates  None  ontain a spell  None	1 standard action  At least 10 min  1 standard action	19 days until discharged	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon	V, S reature V, S e trees V, S, F	Yes No Yes (object)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination	motwld: p.87
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it.  Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it  Druid Echo Skull  Effect: See, hear, and speak through a prepared animal skull for:	24 t can co	None None None None	1 standard action  At least 10 min  1 standard action  1 standard	19 days until discharged 21 hours [D]	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF	Yes No Yes (object)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation	motwld: p.87 splcmp: p,77
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it. Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it Druid Grove shape a living tree so that it Great: See, hear, and speak through a prepared animal skull for: Greater Stone Shape  Effect: Sculpts 200 cu. ft. of stone into any shape.	24 t can co	None None None None Will negates	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto	V, S reature V, S e trees V, S, F I touched V, S, M/DF	Yes  No  Yes (object)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration	motwld: p.87 splcmp: p,77
Grants immunity to death spells/effects and negative energing in the properties of t	24 t can co	None  None  Institute of the second of the s	1 standard action  At least 10 min  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or stoft.	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects t	Yes  No  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19	motwld: p.87  splcmp: p,77  splcmp: p,208
Grants immunity to death spells/effects and negative energing of the Hunger Effect: Subject grows fangs, attacks creatures near it. Dull Druid Grove Effect: By casting druid grove, you reshape a living tree so that it casting druid grove, you reshape a living tree so that it casting druid grove, you reshape a living tree so that it greater Effect: See, hear, and speak through a prepared animal skull for it greater Stone Shape Effect: Sculpts 200 cu. ft. of stone into any shape. Company of the Greater Vigor Effect: As lesser vigor, but 4 hp/round [max 35 rounds]	24 t can co	None None None None Will negates	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto ft. Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects V, S ure touched V, S, M,	Yes  No  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)	motwld: p.87 splcmp: p,77 splcmp: p,208 cmpdvn: p.186
Grants immunity to death spells/effects and negative energing in the Hunger  Effect: Subject grows fangs, attacks creatures near it.  Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it  Greater Skull  Greater Stone Shape  Effect: Sculpts 200 cu. ft. of stone into any shape.  Greater Vigor  Effect: State Shape State Stone Shape  Effect: Sculpts 200 cu. ft. of stone into any shape.  Greater Vigor  Effect: State Shape Shape  Effect: Sculpts 200 cu. ft. of stone into any shape.  Greater Vigor  Effect: State Shape Shape  Effect:	24 t can co	None None None Will negates Will negates Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto ft. Touch Target: Living creat Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects to V, S ure touched V, S, M, DF	Yes (object)  Yes (object)  No touched, up to 200 cu. Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Evocation [Good]	motwld: p.87 splcmp: p,77 splcmp: p,208 cmpdvn: p.186
Grants immunity to death spells/effects and negative energically in the control of the control o	24 t can co	None Intain a spell None Will negates Will negates Will negates Will negates Will negates	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action  24 hours  1 standard	19 days until discharged 21 hours [D] Instantaneous 29 rounds	Target: Living creat Close (70 ft.) Target: One living c Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto ft. Touch Target: Living creat Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects to V, S ure touched V, S, M, DF	Yes (object)  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19  Conjuration	motwld: p.87 splcmp: p,77 splcmp: p,208 cmpdvn: p.186
Grants immunity to death spells/effects and negative energicified: Subject grows fangs, attacks creatures near it. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	24 t can co	None None None Will negates (harmless)  See text	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action  24 hours	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto Touch Target: Living creat Touch Target: Living creat Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects t V, S ure touched V, S, M, DF e emanating V, S	Yes  No  Yes (object)  F No touched, up to 200 cu. Yes (harmless)  See text from the touched point Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238
Grants immunity to death spells/effects and negative energing in the property of the control of	24 t can co	None Intain a spell None Will negates Will negates Will negates Will negates Will negates	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action  24 hours  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or sto ft. Touch Target: Living creat Touch Target: 40-ft. radius Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects t V, S ure touched V, S, M, DF e emanating V, S	Yes (object)  Tho touched, up to 200 cu. Yes (harmless)  See text from the touched point Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19  Conjuration (Healing)	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238
Grants immunity to death spells/effects and negative energicifiect: Subject grows fangs, attacks creatures near it.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	24 t can co 21 hou 24 24 24 24 24	None  None  Intain a spell None  Will negates (harmless)  See text  Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  1 standard action  24 hours  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects to V, S, M, DF e emanating V, S I companior V, S, DF	Yes (object)  Tho touched, up to 200 cu. Yes (harmless)  See text from the touched point Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Necromancy	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110
Grants immunity to death spells/effects and negative energing in the properties of t	24 tt can co 21 hou 24 24 24 24 24 24	None  None  Intain a spell None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  2 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D]	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or stof t. Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: Your anima	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects to V, S, M, DF e emanating V, S I companior V, S, DF	Yes (object)  Tho touched, up to 200 cu. Yes (harmless)  See text from the touched point Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Conjuration (Healing)  Caster Level: 19	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110
Grants immunity to death spells/effects and negative energically in the Hunger Effect: Subject grows fangs, attacks creatures near it. Druid Grove  Effect: By casting druid grove, you reshape a living tree so that it is in the property of	24 tt can co 21 hou 24 24 24 24 24 24	None  None  Intain a spell None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  1 standard action  24 hours  1 standard action  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D]	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or stof t. Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: Your anima	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects to V, S, M, DF e emanating V, S I companior V, S, DF	Yes (object)  Tho touched, up to 200 cu. Yes (harmless)  See text from the touched point Yes (harmless)	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Conjuration (Good]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Necromancy  Caster Level: 19  Transmutation	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110
Grants immunity to death spells/effects and negative energically in the content of the content o	24 21 hou 24 24 24 24 24 24 26 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	None  None  Intain a spell None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  24 hours  1 standard action  (1 standard action)  (2 standard action)  (3 standard action)  (4 standard action)	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Stone or stof ft. Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of	v, s reature v, s e trees v, s, F I touched v, s, M/DF one objects v, s ure touched v, s, M, DF e emanating v, s I companior v, s, DF reature v, s	Yes  No  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text from the touched point Yes (harmless) a touched Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Evocation [Good]  Caster Level: 19  Evocation (Healing)  Caster Level: 19  Necromancy  Caster Level: 19	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97
Grants immunity to death spells/effects and negative energingly provided in the content of the c	24 21 hou 24 24 24 24 24 24 26 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	None None None None Will negates (harmless)  See text Will negates (harmless) Will negates (warmless) Will negates Will negates Will negates Will negates Will negates Will negates	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  24 hours  1 standard action  most imper  1 standard action  1 standard action  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of	V, S reature V, S e trees V, S, F I touched V, S, M/DF one objects V, S ure touched V, S, M, DF e emanating V, S d companior V, S, DF reature V, S burst V, S, M,	Yes  No  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text from the touched point Yes (harmless) a touched Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Conjuration  (Good]  Caster Level: 19  Conjuration  Caster Level: 19  Conjuration  Caster Level: 19  Conjuration  Caster Level: 19  Transmutation  [Cold]	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97
Grants immunity to death spells/effects and negative energing in the property of the property	24 t can co 21 hou 24 24 24 24 24 24 24 24 24 24	None  None  Intain a spell None  Will negates (harmless)  See text  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to Instantaneous 19 minutes	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of Co Long (1160 ft.) Target: 20 ft. radius Touch Target: 20 ft. radius	V, S reature V, S e trees V, S, F I touched V, S, M/DF v, S ure touched V, S, M, DF emanating V, S I companior V, S, DF reature V, S, M, Coldfire	Yes (object)  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text  from the touched point  Yes (harmless)  a touched  Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Conjuration  (Healing)  Caster Level: 19  Conjuration  Caster Level: 19  Conjuration  Caster Level: 19  Transmutation  [Cold]  Caster Level: 19	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97  splcmp: p,119
Effect: Subject grows fangs, attacks creatures near it.  Diruid Grove  Effect: By casting druid grove, you reshape a living tree so that it  Grove  Effect: By casting druid grove, you reshape a living tree so that it  Grove  Effect: See, hear, and speak through a prepared animal skull for see, hear, and speak through a prepared animal skull for see, hear, and speak through a prepared animal skull for see, hear, and speak through a prepared animal skull for see, hear, and speak through a prepared animal skull for see, and see, hear, and speak through a prepared animal skull for see, and see,	24 t can co 21 hou 24 24 24 24 24 24 24 24 26 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	None Intain a spell None Will negates (harmless) Will negates (harmless) Will negates (harmless) Intain a spell Will negates (harmless) Intain a spell Intai	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to Instantaneous 19 minutes e reduction 15/. The spell prevents a totatakes half again as much (+50%) damage	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of Co Long (1160 ft.) Target: 20 ft. radius Touch Target: Creature total Le	V, S reature V, S e trees V, S, F I touched V, S, M/DF v, S ure touched V, S, M, DF emanating V, S I companior V, S, DF reature V, S, M, Coldfire	Yes (object)  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text  from the touched point  Yes (harmless)  a touched  Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Conjuration (Good]  Caster Level: 19  Necromancy  Caster Level: 19  Transmutation [Cold]  Caster Level: 19  Abjuration	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97  splcmp: p,119
Grants immunity to death spells/effects and negative energingling. Dire Hunger  Effect: Subject grows fangs, attacks creatures near it. Directificat: By casting druid grove, you reshape a living tree so that it. By casting druid grove, you reshape a living tree so that it. By casting druid grove, you reshape a living tree so that it. By casting druid grove, you reshape a living tree so that it. By casting druid grove, you reshape a living tree so that it. By casting druid grove, you reshape a living tree so that it. Greater Stone Shape  Effect: Soulpts 200 cu. ft. of stone into any shape. Greater Vigor  Effect: As lesser vigor, but 4 hp/round [max 35 rounds] Greater Vigor  Effect: Hallow makes a particular site, building, or structure a holy held with the state of suspended animation, university of weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.  Greater Vou put a creature into a state of suspended animation, univive for weeks without food or water.	24 t can co 21 hou 24 24 24 24 24 24 24 24 26 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	None Intain a spell None Will negates (harmless) Will negates (harmless) Will negates (harmless) Intain a spell Will negates (harmless) Intain a spell Intai	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to Instantaneous 19 minutes e reduction 15/. The spell prevents a totatakes half again as much (+50%) damage	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of Co Long (1160 ft.) Target: 20 ft. radius Touch Target: Creature total Le	V, S reature V, S e trees V, S, F I touched V, S, M/DF v, S ure touched V, S, M, DF emanating V, S I companior V, S, DF reature V, S, M, Coldfire	Yes (object)  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text  from the touched point  Yes (harmless)  a touched  Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Conjuration (Good]  Caster Level: 19  Necromancy  Caster Level: 19  Transmutation [Cold]  Caster Level: 19  Abjuration	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97  splcmp: p,119
Grants immunity to death spells/effects and negative energing in the property of the property	24 t can co 21 hou 24 24 24 24 24 24 24 24 26 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	None Intain a spell None Will negates (harmless) Will negates (harmless) Will negates (harmless) Intain a spell Will negates (harmless) Intain a spell Intai	1 standard action  At least 10 min  1 standard action  1 standard action  24 hours  1 standard action  1 standard action	19 days until discharged 21 hours [D] Instantaneous 29 rounds Instantaneous Instantaneous 19 weeks [D] ceptible levels and allowing a creature to Instantaneous 19 minutes e reduction 15/. The spell prevents a totatakes half again as much [+50%] damageess or failure. The duration increases to	Target: Living creat Close (70 ft.) Target: One living of Close (70 ft.) Target: One or mon Touch Target: Animal skul Touch Target: Living creat Touch Target: 40-ft. radius Touch Target: Your anima Touch Target: One living of Co Long (1160 ft.) Target: 20 ft. radius Touch Target: Creature total Le	V, S reature V, S e trees V, S, F I touched V, S, M/DF v, S ure touched V, S, M, DF emanating V, S I companior V, S, DF reature V, S, M, Coldfire	Yes (object)  Yes (object)  F No touched, up to 200 cu.  Yes (harmless)  See text  from the touched point  Yes (harmless)  a touched  Yes	Transmutation  Caster Level: 19  Transmutation  Caster Level: 19  Divination  Caster Level: 21  Transmutation  [Earth]  Caster Level: 19  Conjuration (Healing)  Caster Level: 19  Conjuration (Good]  Caster Level: 19  Necromancy  Caster Level: 19  Transmutation [Cold]  Caster Level: 19  Abjuration	motwld: p.87  splcmp: p,77  splcmp: p,208  cmpdvn: p.186  phb: p.238  splcmp: p,110  frstbn: p.97  splcmp: p,119

□□□□ Insect Plague		None	1 round	Druid Spells 19 minutes	Long (1160 ft.)	V, S, DF	No	Conjuration	phb: p.244
ffect: You summon a number of swarms of locusts ~ 6. The sw	arms r	must be summoned so	that each or	ne is adjacent to at least one other swar			ch of which must be warm	(Summoning) Caster Level: 19	
nat is, the swarms must fill one contiguous area].  DDDDDJJungle's Rapture	24	Will negates		Permanent [D]	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p,128
ffect:			action		Target: One living r	nonplant cre	ature	Caster Level: 19	
Curse causes 1d6 Dexterity drain.	24	Fortitude negates	1 action	19 rounds	Personal	V, S, DF	Yes	Necromancy	motwld: p.89
fect:		-			Target: You	, -,		Caster Level: 19	
Your teeth and tongue become coated with a fast-acting, v	virulent 24	t poison. Will negates	1 standard	Instantaneous	Touch	V, S, M,	Yes (harmless)	Transmutation	frstbn: p.101
ffect:		(harmless)	action		Target: Creature to	XP		Caster Level: 19	
Mantle of the icy soul permanently adds the cold subtype			4	lastantana	-	V, S	Yes		
I□□□□ Mass Contagion  ffect:	24	Fortitude negates	1 action	Instantaneous	Close (70 ft.)  Target: One or more		no two of whom can b	Necromancy be Caster Level: 19	racfae: p.190
Infects subjects with chosen disease.	24	Will negates	1 action	Concentration	more than 30 ft. ap Close (70 ft.)		Yes	Enchantment	motwld: p.91
I□□□ Mass Trance	24	will riegates	i action	Concentration	Close (70 II.)	v, 3	165	(Compulsion) [Mind-affecting]	motwid. p.91
ffect:							ical beasts with Int of 1		
Your swaying motions and music [or singing, or chanting]	compe 24	Fortitude negates		ch you. Instantaneous	or 2, no two of which Close (70 ft.)	th may be m V, S	ore than 30 ft apart Yes	Evocation	splcmp: p,140
fect:			action		Target: One living	creature		Caster Level: 19	
Spores deal 1d6 Int damage to subject, plus 1 Int drain/ro	und. 24	Fortitude negates	1 standard	1 hour	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,152
Owl's Insight	24	(harmless)	action	i noui			res (namiess)		spicifip. p, 102
ffect: Subject gains Wis bonus equal to half your level for 1 hou					Target: Creature to			Caster Level: 19	
I□□□□ Panacea	24	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,152
fect: Removes most afflictions.					Target: Creature to	uched		Caster Level: 19	
Pass through Ice	24	Will negates		19 rounds [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.103
ffect:		(harmless)	action		Target: Creature to	uched		Caster Level: 19	
The transmuted creature is able to pass through ice or sn speed of 15 feet and can rise or sink into ice at a rate of 5			t through sto	one or frozen mud. The creature moves	at				
I□□□□ Phantom Stag	24	None; see text	1 standard action	19 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	cmpdvn: p.174
ffect: Magic stag appears for 19 hours.					Target: One quasi-	real, staglike	creature	Caster Level: 19	
DDDDD Phantom Stag	24	None; see text		19 hours [D]	0 ft.	V, S	No	Conjuration	splcmp: p,157
ffect:			action		Target: One quasi-	real, staglike	creature	(Creation) Caster Level: 19	
Magic stag appears for 19 hours. I□□□□□ Plague Carrier	24	Fortitude negates	1 action	See text	Touch	V, S	Yes	Necromancy	racfae: p.190
ffect:					Target: Living creat			Caster Level: 19	
Infects subject with chosen disease which has an incubati	on per	iod where victim is cont		out showing signes. 190 minutes	Personal	V, S, DF		Transmutation	splcmp: p,159
fect:			action		Target: You	., -,		Caster Level: 19	эрэггэр, гээ
Subject's type changes to plant.					-				
Doison Thorns			1 standard action	19 rounds [D]	Personal	V		Transmutation	cmpdvn: p.175
ffect: You grow thorns that poison your attackers.					Target: You			Caster Level: 19	
Quill Blast	24	Reflex half; see text	1 standard	Instantaneous	20 ft.	V, S, M	Yes	Conjuration (Creation)	cmpdvn: p.176
ffect: You fling quills in spread, dealing 1d6 damage and imposi	ing nor	altice			Target: 20-ftradiu:	s spread, ce	ntered on you	Caster Level: 19	
Dala Regenerate Critical Wounds	24	Will negates	1 action	29 rounds	Touch	V, S	Yes (harmless)	Conjuration	motwld: p.92
fect:		(harmless)			Target: Living creat	ture touched	ı	(Healing) Caster Level: 19	
Grants fast healing at the rate of 4 hit points per round	24	Will negates	1 standard	2 rounds	Touch	V, S, M	Yes (harmless)	Conjuration	cmpdvn: p.177
fect:		(harmless)	action		Target: Willing crea			(Healing) Caster Level: 19	
Energy cocoon shields creature, then heals it.		Nana	4 -4	lestestes esse					dedl = C4
I□□□□ Rushing Waters		None	action	Instantaneous	Medium (290 ft.)	V, S, DF	NO	Conjuration (Summoning)	undrdk: p.61
fect:					Target: 15-ft-radius	spread		[Water] Caster Level: 19	
Colossal wave of cold water attempts to bull rush each cre	eature	within range.	1 standard	19 rounds	Personal	V, S, M		Evocation	splcmp: p,191
			action			., -,			- F
fect: You gain bonuses to Charisma and Dexterity, AC, and Pe					Target: You			Caster Level: 19	
□□□□ Spider Plague	24	Special	1 full round	119 minutes	Long (1160 ft.)	V, S, DF	No	Conjuration (Summoning) [see	undrdk: p.217
fect:					Target: Cloud of in:	sects 180 ft	in diameter	text] Caster Level: 19	
Spider horde limits vision, inflicts damage, and weak creat	tures fl	ee. None	1 action	19 minutes	Personal		No	Conjuration	ractae: n 101
□□□□□Spore Cloak		NOTIC	i action	15 minutes		v, 3, IVI	140	(Creation)	racfae: p.191
ffect: You become shrouded in a dense cloud of yellow mold sp					Target: You			Caster Level: 19	
Coneskin	24	Will negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	draco: p.107-108
ffect: The warded creature gains resistance to blows, cuts, stab	s, and	,		e reduction 10/adamantine IIt ignores th	Target: Creature to	uched		Caster Level: 19	
st 10 points of damage each time it takes damage from a as prevented a total of 150 points of damage, it is discharg	a weap	on, though an adaman	itine weapoi	bypasses the reduction.] Once the spe	ell				
i Dievented a total of 150 points of damage, it is discharged by the common Nature's Ally V	Ju.	None	1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration	phb: p.289
fect:					Target: One or mor	re creatures,	no two of which can be	(Summoning) e Caster Level: 19	
This spell summons a natural creature. It appears where est of its ability. You conjure creatures from the 5th-level lis				our turn. It attacks your opponents to the	nemore than 30 ft. ap	art			
□□□□ Superior Magic Fang				19 rounds	Personal	V, S		Transmutation	draco: p.80
fect:				d demonstration of the st	Target: You			Caster Level: 19	
Superior magic fang gives every natural weapon you poss		Will negates	n attack and 1 action		Touch	V, S, M/DF	Yes (harmless)	Abjuration	svgspc: p.71
fect:		(harmless)			Target: Creature to		·	Caster Level: 19	
Subject gains +6 on saving throws.			1 01 1	40 hours or until account to the control of the con	-				anlam=: = 017
I□□□□ Swamp Stride			1 standard action	19 hours or until expended; see text	Personal	V, S, DF		Conjuration (Teleportation)	splcmp: p,217
fect:					Target: You			Caster Level: 19	
As tree stride, but with bodies of water.									.11 . 005
As tree stride, but with bodies of water.  Transmute Mud to Rock	24	See text	1 standard	Permanent	Medium (290 ft.)	V, S, M/DF	No	Transmutation [Earth]	phb: p.295

				Druid Spells					
□□□□□Transmute Rock to Mud	24	See text		Permanent; see text	Medium (290 ft.)	V, S, M/D	F No	Transmutation	phb: p.295
Effect:			action		Target: Up to 38 1	0 ft. cubes [	S]	[Earth] Caster Level: 19	
This spell turns natural, uncut or unworked rock of any so	rt into a	an equal volume of mud None		I 19 hours or until expended; see text	Personal	V, S, DF	No	Conjuration	phb: p.296
Effect:			action		Target: You			(Teleportation) Caster Level: 19	·
You gain the ability to enter trees and move from inside of the same kind, must be living, and must have girth at left.			The first tre	ee you enter and all others you enter					
UVine Mine	24	See Text	1 action	190 minutes	Medium (290 ft.)	V, S, F	Yes	Conjuration (Creation)	magfae: p.130
ffect: You create and direct the rapid growth of vines, creating a	variot	y of offocts			Target: Spread of	190' radius		Caster Level: 19	
During a Wall of Coldfire	vanci	None	1 standard	Concentratinon +19 rounds	Medium (290 ft.)	V, S, Coldfire	Yes	Evocation [Cold]	frstbn: p.106
ffect: An immobile, opaque curtain of frosty coldfire springs into	existe	nce.	action		a ring of coldfire w	eet of coldfi	re up to 19*20 ft. long of up to 9*5 ft.; either	or Caster Level: 19	
□□□□Wall of Dispel Magic		None		I 19 minutes	form 20 ft. high Medium (290 ft.)	V, S, DF	No	Abjuration	undrdk: p.63
fect:			action		Target: A plane of	dispel magi	whose area is up to	Caster Level: 19	
Create a transparent, permeable barrier that does dispel r	nagic (	on any who pass throug None	1 standard	I Concentration + 19 rounds	190 ft.square. Medium (290 ft.)	V, S, M/D	F Yes	Evocation [Fire]	phb: p.298
fect:			action		Target: Opaque sh	eet of flame	up to 380 ft. long or a	Caster Level: 19	
An immobile, blazing curtain of shimmering violet fire spring aling 2d4 points of fire damage to creatures within 10 feet	ngs int and 1	o existence. One side of d4 points of fire damage	of the wall, so to those pa	elected by you, sends forth waves of last 10 feet but within 20 feet.					
□□□□ Wall of Sand		None		19 rounds + Concentration	Medium (290 ft.)	V, S, M/D	F No	Conjuration (Creation) [Earth]	pgtfae: p.118
fect: Swirling sand blocks ranged attacks, slows movement thr	ouah				Target: Sand wall	whose area	is up to 19 5-ft. squares		
□□□□ Wall of Thorns	oug	None		I 190 minutes	Medium (290 ft.)	V, S	No	Conjuration (Creation)	phb: p.300
fect:	arina :	andla-share thorns	action	umane finger. Any erecture forced in		rny brush, u	p to 19 10-ft. cubes [S]	(Creation) Caster Level: 19	
creates a barrier of very tough, pliable, tangled brush be empting to move through a wall of thorns takes Slashing dge bonuses to AC do not count for this calculation.									
dge bonuses to AC do not count for this calculation.	24	Fortitude negates		I 19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239
fect:		(harmless)	action		Target: 19 creature	es		Caster Level: 19	
Ranged weapons gain +5 bonus and double range increm	nent.								
				LEVEL 6					
Name □□□□□ Anger of the Noonday Sun	DC 25	Saving Throw Reflex negates		Duration Instantaneous	Range 10 feet	Comp. V, S	Spell Resistance Yes	School Evocation [Light]	Source cmpdvn: p.150
fect:		-	action		Target: All sighted	creatures w	ithin a 10-ftradius burs		•
Blinds creatures within 10 ft.	25	Reflex negates; see	1 standard	I Instantaneous	centered on you 20 feet	V, S	Yes	Evocation [Light]	splcmp: p,11
□□□□ Anger of the Noonday Sun	20	text	action				ithin a 20 ft. radius burs		-F.o.u.b. b. 1.1
Blinds creatures within 20 ft., damage undead.		None	1 oto = -1= -1	I 10 roundo	centered on you				frather p 00
□□□□Animate Snow		None	1 standard action	I 19 rounds	Medium (290 ft.)	V, S, M	No	Transmutation [Cold]	frstbn: p.88
<i>fect:</i> You imbue a mass of fallen snow with mobility and a seml	blance				Target: Up to a 20			Caster Level: 19	
I□□□□ Antilife Shell fect:		None	1 round	190 minutes	10 ft.  Target: 10-ft. radiu	V, S, DF		Abjuration Caster Level: 19	phb: p.199
You bring into being a mobile, hemispherical energy field	that pr	events the entrance of r	, ,	· ·			, contored on you		enlowe: 5 40
Aspect of the Earth Hunter			1 standard action	I 190 minutes [D]	Personal	V, S, M, DF		Transmutation	splcmp: p,16
flect: Change into bulette and gain some of its abilities.					Target: You			Caster Level: 19	
☐☐☐ Bite of the Werebear			1 standard action	I 19 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
ffect: You gain the Strength and attacks of a werebear.					Target: You			Caster Level: 19	
□□□□ Blood Sirocco	25	Fortitude negates; see text	e 1 standard action	I 19 rounds	60 ft.	V, S	Yes	Evocation	splcmp: p,33
ffect: Wind bowls over foes and draws away their blood.					Target: Cone-shap		on centered on you or	Caster Level: 19	
DDDDBurrow (Mass)	25	Will negates (harmless)	1 standard	I 19 minutes [D]	Touch		Yes (harmless)	Transmutation	undrdk: p.56
ffect: Subject's hands sprout claws to burrow through the earth	at or r	` '				es, no two c	f which can be more	Caster Level: 19	
Subject's hands sprout claws to burrow through the earth	at spe 25	ed of 10 ft. Claws deal ' Reflex half	1 standard	l Instantaneous	than 30 ft apart. Medium (290 ft.)	V, S, DF	No	Conjuration (Creation)	cmpdvn: p.159
ffect:			action		Target: 400-pound	ball of rock	and ice	(Creation) Caster Level: 19	
Comet falls atop foes, damaging them and knocking them  Conjure Ice Beast VI	prone	None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration	frstbn: p.91
ffect:					Target: One conju	red ice creat	ure	(Creation) [Cold] Caster Level: 19	
This spell creates a creature constructed from magical ice	ł.		1 standard	I 19 rounds	Personal	V, S		Necromancy	cmpdvn: p.159
ffect:			action		Target: You			Caster Level: 19	
You infect one creature per round with chosen disease.	25	Fortitude negates	1 action	19 rounds	Personal	V, S	Yes	Necromancy	motwld: p.86
I⊒I⊒I Contagious Touch fect:		i orillade negales	i action	15 Tourius	Target: You	۷, ۵	100	Caster Level: 19	motwid. p.ou
Infect one touched creature per round with chosen diseas	e 25	Fortitude partial	1 standard	I Instantaneous	Medium (290 ft.)	V, S	Yes (object)	Transmutation	cmpdvn: p.160
fect:		(object)	action	•	Target: One struct			Caster Level: 19	
You erode building or other structure.	25	Fortitude half	1 round	19 rounds	Medium (290 ft.)			Conjuration	frstbn: p.92
Death Hail	20	i orillude riali	riouna	13 IOUIIUS		v, 3, DF	INU	(Creation) [Cold]	113IUII. p.92
fect: You call into being an intense storm of death hail in the a	rea yo	u designate. Creatures	in the area	must succeed on a Fortitude save or	Target: take			Caster Level: 19	
12 points of Strength and Constitution damage.	25	Reflex half		I 19 rounds [D]	Medium (290 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p,64
fect:			action		Target: 20 ft. radiu	s spread		Caster Level: 19	
Spectral dinosaurs deal 1d12+19 damage.	25	Fortitude negates	1 standard	I Instantaneous	Close (70 ft.)	V, S	Yes	Conjuration	splcmp: p,74
1	_		action		Target: One living			(Creation) [Water] Caster Level: 19	
ffect:								Jacket L0761. 19	
ffect: Subject immediately begins to drown.	2F	Fortitudo Nocetos	1 standa	Unetantaneous			Voc	Conjugation	undrdk: p 50
	25	Fortitude Negates	1 standard	Instantaneous	Close (70 ft.)  Target: One living	V, S, DF	Yes	Conjuration (Creation) [Water] Caster Level: 19	undrdk: p.58

DODO Energy Immunity	25	None (harmless)	1 standard	Druid Spells	Touch	V, S	Yes (harmless)	Abjuration	draco: p.113
Energy Immunity	23	None (namiess)	action	ZT HOUIS			res (namness)	·	uraco. p. 113
Fect: This Abjuration grants a creature complete protection ctricity, fire, or sonic. The spell protects the recipient's fler unfortunate side effects, such as drowning in acid [coming encased in ice. The effect of this spell does notect against the same energy type. If a character is were of the other spells, the energy immunity makes the cergy immunity fifrel] and resist energy [electricity], or any	equipmonsissince draws of stack arded with the stack of t	ent as well. Energy immorement as well. Energy immorement owning results from a lawith similar effects, suith energy immunity [fire ells irrelevant. However,	nunity absor ack of oxygon the as resisted and is als it is possible	bs only damage. The recipient could st en], being deafened by a sonic attack, energy and protection from energy, the o receiving resistance to fire from one to be simultaneously under the effect of	ill or at or	uched		Caster Level: 19	
□□□□ Entomb		Fortitude negates		Instantaneous and 19 rounds; see text		V, S, M	Yes	Evocation [Cold]	frstbn: p.93
ect: Fhis spell traps living creatures in a block of ice, suffoca mage per round from contact with the ice.	ting ther	m. The creature takes 2	d12 points o	f cold damage and 1 point of Constitution		s, no two of	which can be more	Caster Level: 19	
Enveloping Cocoon	25	Reflex negates	1 standard action	19 rounds [D]	Medium (290 ft.)  Target: Cocoon of f		Yes d one Large or smaller	Evocation  Caster Level: 19	cmpdvn: p.164
Entraps target creature and denies save for attached spi 	ell. 25	Fortitude half	1 standard action	Instantaneous	creature Close (70 ft.)  Target: One living of	V, S	Yes	Transmutation [Water] Caster Level: 19	splcmp: p,86
Pulls water from victim, forms water elemental.	25	None or Will negates (harmless)	3 rounds	210 minutes	Personal or touch		No or Yes (harmless)		phb: p.230
fect: The recipient of this spell can find the shortest, most dir		,	destination	, be it the way into or out of a locale. Th	Target: You or crea e	iture touche	d	Caster Level: 21	
rale can be outdoors, underground, or even inside a maz 	ze speii. 25	None or Reflex half; see text	1 standard action	190 minutes or until used	Touch  Target: Up to four to	V, S, M	No	Conjuration (Creation) [Fire] Caster Level: 19	phb: p.230
Depending on the version of fire seeds you choose, you ly berries into bombs that you can detonate on comman	nd.		s that you o	-	ntouched holly berrie	es			
I⊔J⊔J Fires of Purity	25	, , , ,	action	19 rounds	Touch  Target: Creature to		Yes (harmless)	Evocation [Fire]  Caster Level: 19	cmpdvn: p.165
Target bursts into magical flame, becoming a dangerous	weapor 25	n. See text	1 standard action	19 rounds	Touch		Yes (harmless);	Evocation [Fire]	splcmp: p,94
fect: Subject bursts into magical flame, becoming a dangerou	is weapo	on. Reflex partial; see text	1 standard	9 rounds	Target: Creature to Medium (290 ft.)		Yes	Caster Level: 19 Conjuration	splcmp: p,99
I□□□□ Freeze ffect: Ray immobilizes subject and deals 6d6 cold damage/ro.		. Tonos paruai, see lexi	action	C. Curius	Target: Ray	v, o, ur		(Creation) [Cold] Caster Level: 19	opionip. p,aa
fect: You permenantly seal a gate or portal		None	1 Action	Permanent	Close (70 ft.)  Target: One gate of	V, S, M r portal	No	Abjuration Caster Level: 19	frcs: p.70
Greater Call Lightning	25	Reflex half	10 min + 1 action per bolt	190 minutes	Long (1160 ft.)	V, S	Yes	Evocation [Electricity]	motwld: p.88
ffect: Similar to call lightning, except that you may call down be	olts ever			to to the control of	Target: See text	V 6	N	Caster Level: 19	
I□□□□ Greater Dispel Magic  fect: As dispel magic, but up to +20 on check.		None	1 standard action	Instantaneous	Medium (290 ft.)  Target: One spellcaradius burst	V, S aster, creatu	No ire, or object; or 20-ft.	Abjuration  Caster Level: 19	phb: p.223
□□□□ Hide the Path  fect:		None	10 minutes	24 hours [D]	Anywhere in the area to be warded Target: Up to 3800		No	Abjuration  Caster Level: 19	splcmp: p,114
Area warded against divinations.	25	Reflex negates	1 standard action	19 rounds [D]	Medium (290 ft.)  Target: One Medium	V, S, M m or smaller	Yes r creature	Conjuration (Creation) Caster Level: 19	splcmp: p,117
Gizzard engulfs victim, grapples and deals damage.	25	See text	1 standard action	1 round	Long (1160 ft.)	V, S, M/DF	= No	Evocation [Cold]	frstbn: p.99
fect: When you cast ice rift, an intense but highly localized tensor cracks in the ice, and more.	remor ri	ps through the ice. The	shock know	cks creatures down, collapses structures	Target: 40-ftradius s,	s spread [S]		Caster Level: 19	
Ironwood		None	1 minute/lb. created	19 days	0 ft.	V, S, M	No	Transmutation	phb: p.246
fect: Ironwood is a magical substance created by druids from ong, heavy, and resistant to fire as steel.	m norma	al wood. While remaining	ng natural w	ood in almost every way, ironwood is a	Target: An ironwoods	d object wei	ighing up to 95 lbs	Caster Level: 19	
IIIII Liveoak  ffect: This spell turns an oak tree into a protector or guardian	. The sp	None pell can be cast on only	10 minutes		Touch  Target: Tree touched	V, S ed	No	Transmutation Caster Level: 19	phb: p.248
nt cast it again on another tree. The tree on which the sp within 300 feet of something that you wish to guard or pr mandragora	oell is ca rotect.			relling place, within a place sacred to you		V, S, M	Yes	Enchantment	motwld: p.90
fect:					Target: Creatures v	vithin 15-ft.	radius	(Compulsion) [Mind-affecting] Caster Level: 19	
With this spell, you can trigger the insightful and baleful i	magic of 25	a mandrake root. Will negates (harmless)	1 standard action	19 minutes	Close (70 ft.)	V, S, DF		Transmutation	phb: p.203
fect: As Bear's Endurance, affects multiple creatures.	25	Will negates		19 minutes	Target: 19 creature than 30 ft. apart Close (70 ft.)		which can be more Yes (harmless)	Caster Level: 19 Transmutation	phb: p.207
fect:	دے	(harmless)	action	.o.minuco	Target: 19 creature		which can be more	Caster Level: 19	pno. p.201
As Bull's Strength, affects multiple subjects.	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	than 30 ft. apart Close (70 ft.)	V, S	Yes (harmless) or Yes see text which can be more	s;Conjuration (Healing) Caster Level: 19	phb: p.216
rect: You channel positive energy through your hand that cure DDDDDMASS Grace, Mass	es 1d8+1 25	19 damage for many cre Will negates (harmless)		19 minutes	than 30 ft. apart Close (70 ft.)	V, S, M	Yes	Transmutation	phb: p.208
fect: As Cat's Grace, affects multiple subjects.					than 30 ft. apart		which can be more	Caster Level: 19	
□□□□ Mass Owl's Wisdom	25	Will negates (harmless)	1 standard action	19 minutes		V, S, M/DF s, no two of	Yes which can be more	Transmutation  Caster Level: 19	phb: p.259
This spell functions like owls wisdom, except that it affec	ts multip 25	ole creatures. See text	1 standard action	57 rounds	than 30 ft. apart Close (70 ft.)	V, S, DF		Evocation	cmpdvn: p.168
fect: Gas fills creature's mouth, suffocating it.	25	Fortitude segrice:	1 stond== '	57 rounds	Target: One living of		Vos	Caster Level: 19	enleme: p 444
I□□□□ Miasma	25	Fortitude negates; see text	1 standard action	or rounds	Close (70 ft.)  Target: One living of		Yes	Evocation  Caster Level: 19	splcmp: p,141
Gas fills creature's mouth, suffocating it.  Gas fills creature's mouth, suffocating it.		None	See text	Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation [Earth]	phb: p.257
fect: Move earth moves dirt [clay, loam, sand], possibly collap	seina om	hankments moving hill	ncks shifting	dunes, and so forth.	Target: Dirt in an ar 10 ft. deep [S]	rea up to 75	0 ft. square and up to	Caster Level: 19	

				Druid Spells					
□□□□ Move Snow and Ice		None	see text	Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation [Cold, Ice]	frstbn: p.102
fect: This spell moves snow and ice. The area to be affected or kes 10 minutes.	determ	ines the casting time. F	or every 15	0-foot square [up to 10 feet deep], casti			up to 750 ft. square an	d Caster Level: 19	
□□□□□ Phantasmal Disorientation	25	Will negates	1 standard	I 190 minutes [D]	Medium (290 ft.)	V, S	Yes	Illusion (Phantasm)	cmpdvn: p.172
fect: Fools creature's sense of direction, making movement diff	ficult.				Target: One living	creature		[Mind-Affecting] Caster Level: 19	
□□□□ Plant Body <sup>fect:</sup>	25	Will negates	1 action	190 minutes	Touch  Target: Creature to	V, S, DF ouched	Yes	Transmutation  Caster Level: 19	svgspc: p.69
Subject's type changes to plant.  Protection from All Elements		None	1 action	190 minutes or until discharged	Touch	V, S, DF	Yes	Abjuration	motwld: p.92
<i>fect:</i> The subject becomes invulnerable to acid, cold, electricity I□□□□ Regenerate Circle	, fire, a 25	and sonic damage. Will negates	1 action	19 rounds	Target: Creature to 20 ft	V, S	Yes (harmless)	Caster Level: 19 Conjuration	motwld: p.92
fect: Grants fast healing at the rate of 3 hit points per round		(harmless)			Target: 9 creatures	s, no two mo	ore than 30 ft apart	(Healing) Caster Level: 19	
ù□□□□ Repel Wood		None	1 standard action	I 19 minutes	60 ft.	V, S	No	Transmutation	phb: p.271
ffect: Waves of energy roll forth from you, moving in the direct ushed away from you to the limit of the range.	ction th	at you determine, caus	sing all woo	den objects in the path of the spell to	Target: 60 ft. line-s be	парец етпа	nation from you	Caster Level: 19	
Snow Wave	25	Fortitude half and Reflex negates; see text	1 round	Instantaneous	30 ft.	V, S	No	Conjuration [Cold]	frstbn: p.104
ffect: You create a wave of snow that knocks creatures in its pa	ath pro		s of crushin	g damage plus 1d6 points of cold damage	Target: Cone-shap ge	ed burst		Caster Level: 19	
targets caught in the cone.  Spellstaff	25	Will negates (object)	10 minutes	s Permanent until discharged	Touch	V, S, F	Yes (object)	Transmutation	phb: p.282
ffect: You store one spell that you can normally cast in a woode innot have more than one spellstaff at any given time.	en qua	rterstaff. Only one such	spell can b	e stored in a staff at a given time, and y	Target: Wooden quou	uarterstaff to	ouched	Caster Level: 19	
Conehold	25	See text	1 standard action	I 456 hours	Medium (290 ft.)	V, S	Yes (object)	Conjuration (Creation) [Earth]	splcmp: p,209
Stony arm trap grapples and damage creatures.		None	1 standard	I Instantaneous	Target: 19 10 ft. so	uares V, S, M/D	F No.	Caster Level: 19 Transmutation	undrdk: p.61
☐☐☐☐☐ Stone Metamorphosis (Greater)  ffect:  You can transform one type of rock into another type of rock.	nck	.10110	action	samunous			touched up to 200 ft.	[Earth] Caster Level: 19	anuruk. p.01
You can transform one type of rock into another type of round an Stone Tell	JUK.	None	10 minutes	s 21 minutes	Personal	V, S, DF	No	Divination	phb: p.284
ffect: You gain the ability to speak with stones, which relate procealed behind or under them. The stones relate complet			ched them	as well as revealing what is covered	Target: You or			Caster Level: 21	
Summon Greater Elemental		None	1 round	Concentration, up to 20 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Summoning) [see text]	splcmp: p,214
ffect: Summon a greater elemental to follow your commands.					Target: One summ	oned eleme	ental	Caster Level: 19	
D□□□□Summon Nature's Ally VI		None	1 round	19 rounds			No , no two of which can b	Conjuration (Summoning) e Caster Level: 19	phb: p.289
This spell summons a natural creature. It appears where set of its ability. You conjure creatures from the 6th-level lise.	st on th		/ table.				E Voc (harmlans)	Abjuration	oplomp; p 174
IUUUU Superior Resistance	25	(harmless)	1 standard action	1 24 nours	Touch  Target: Creature to		F Yes (harmless)	Abjuration  Caster Level: 19	splcmp: p,174
Subject gains +6 on saving throws.  Tidal Surge	25	Reflex half		Instantaneous	Medium (290 ft.)	V, S	Yes	Evocation [Water]	cmpdvn: p.183
ffect: Wave of water deals 9d8 damage and bull rushes.			action		Target: One or mo	re creatures	in a 20-ftradius burst	Caster Level: 19	
Tortoise Shell		None	1 standard	I 190 minutes	Touch		Yes (harmless)	Transmutation	cmpdvn: p.184
ffect: Creature gains +8 natural armor,		Ness	1	1.4 second	Target: Living crea			Caster Level: 19	-hh 205
☐☐☐☐ Transport via Plants		None	1 standard action	1 1 round	Unlimited  Target: You and to	V, S uched object	No cts or other touched	Transmutation  Caster Level: 19	phb: p.295
You can enter any normal plant [Medium or larger] and istance separating the two. The entry plant must be alive.	The de	stination plant need not	be familiar	to you, but it also must be alive.	hewilling creatures				
Under Vigorous Circle  Siffect:	25	Will negates (harmless)	1 standard action	I 29 rounds	20 ft.  Target: 9 creatures	V, S s, no two of v	Yes which can be more than	Conjuration (Healing) Caster Level: 19	cmpdvn: p.187
As mass lesser vigor except 3 hp/round [max 40 rounds].	25	See text		I Instantaneous	30 ft. apart Medium (290 ft.)	V, S, M/D		Conjuration	phb: p.299
iffect: This spell creates a wall of rock that merges into adjoining	g rock s	surfaces.	action		Target: Stone wall [S]	whose area	is up to 19 5-ft. square	(Creation) [Earth] s Caster Level: 19	
				LEVEL 7					
Name Animate Plants	DC	Saving Throw None	Time 1 standard	Duration I 19 rounds or hours; see text	Range Close (70 ft.)	Comp.	Spell Resistance No	School Transmutation	Source phb: p.199
ffect:			action	,	Target: 6 Large pla	•	ants within range; see	Caster Level: 19	
You imbue inanimate plants with mobility and a semblanc	e of life	to attack your foes. None	1 standard	I 19 rounds	text 10'	V, S, DF	Yes	Transmutation [Cold]	frstbn: p.88
iffect: You are covered in a thin layer of white frost and frigid co yund to each creature within 5 feet.	old ema	anates from your body,		points of cold damage at the start of yo	Target: 10' radius s our	sperical ema	anation, centered on you		
Aura of Vitality	26	Will negates (harmless)	1 standard	I 19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,18
ffect: Subjects gain +4 to Str, Dex, and Con.	26	Will negates		I 19 rounds	Target: 6 creatures ft. apart Close (70 ft.)	s, no two of v	which are more than 30 Yes (harmless)	Caster Level: 19 Transmutation	cmpdvn: p.157
D□□□□ Brilliant Aura ffect:	20	(harmless)	action	i io rodinos	Target: 9 persons,		must be within 30 ft of		Gilpuvii. p. 197
Allies' weapons become brilliant energy, ignoring armor.	26	Will negates		I 19 minutes	each other Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p,40
□□□□ Brilliant Blade		(harmless, object)	action		Target: One melee	or thrown v	veapon, or fifty	Caster Level: 19	
					projectiles [all of w		e in contact with each		
□□□□□ Changestaff		None	1 round	19 hours	projectiles [all of wo other at the time of Touch	v, S, F	No No	Transmutation	phb: p.208
Effect: Weapon or projectiles shed light, ignore armor.	ike crea			19 hours	projectiles [all of wo other at the time of	v, S, F		Transmutation  Caster Level: 19  Transmutation	phb: p.208 undrdk: p.57

				Druid Spollo					
□□□□ Cloudwalkers	26	Reflex negates	1 standard	Druid Spells 19 hours [D]	Close (70 ft.) V, S	S, DF	Yes (harmless)	Transmutation	cmpdvn: p.159
Effect:		(harmless)	action		Target: 19 creatures, no		, ,	Caster Level: 19	
Targets can walk on clouds, flying at high altitudes.	26	Reflex negates	1 action	19 hours	than 30 ft. apart		Yes (harmless)	Transmutation	motwld: p.85
Effect:		(harmless)			Target: 19 creatures, no			Caster Level: 19	•
You create gaseous pads of cloudstuff on the subjects fee Cloud-walkers	eet, allov 26	wing them to walk on the Reflex negates		190 minutes [D]	than 30 ft apart Touch V, S	S, DF	Yes (harmless)	Transmutation	splcmp: p,49
Effect:		(harmless)	action		Target: 19 creatures			Caster Level: 19	
□□□□□Conjure Ice Beast VII		None	1 round	19 rounds [D]		S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
Effect: This spell creates a creature constructed from magical ice	e.				Target: One conjured ic	e creatu	re	Caster Level: 19	
Control Weather		None	10 minutes;	4d12 hours; see text	2 miles V, S	S	No	Transmutation	phb: p.214
Effect:			see text		Target: 2-mile radius cir	rcle, cen	tered on you: see text	Caster Level: 19	
You change weather in the local area.  ——————— Create Crossroads and Backroa	ad	None	1 day	Instantaneous	-	S, DF,		Conjuration	magfae: p.86
Effect:	ıu		,		XP Target: 1 Crossroads			(Creation) Caster Level: 19	3
You form two crossroads ans a backroad that links them Creeping Doom		None	1 round	19 minutes	Close (70 ft.) V, S	S	No	Conjuration	phb: p.215
Effect:					Target: 9 swarms of cer			(Summoning) Caster Level: 19	p.i.e. p.i.e.
You call forth up to 9 swarms of centipedes.	26	Reflex half	1 round	Instantaneous	Medium (290 ft.) V, \$		Yes	Evocation [Fire]	phb: p.231
Effect:					Target: 38 10-ft. cubes [			Caster Level: 19	p.10. p.201
When a fire storm spell is cast, the whole area is shot thround cover, and any plant creatures in the area that you									
of fire damage.  Greater Creeping Cold	26	Fortitude half	1 standard	See text	Close (70 ft.) V, S	S, F	Yes	Transmutation	cmpdvn: p.160
Effect:			action		Target: One creature			[Cold] Caster Level: 19	
Creature feels chill that increases with each round.  Greater Creeping Cold	26	Fortitude half	1 action	See text	Close (70 ft.) V, S	S, F	Yes	Transmutation	motwld: p.89
Effect:		and the second second		d. 410 - 254 - 25	Target: One creature			[Cold] Caster Level: 19	
This spell is the same as creeping cold, but it adds a four Greater Scrying	rth roun 27	nd to the duration, during Will negates	1 standard		See text V, S	S	Yes	Divination	phb: p.275
Effect:			action		Target: Magical sensor			(Scrying) Caster Level: 21	
As scrying, but faster and longer. Additionally, all of the f lood, detect law, detect magic, message, read magic, and t	tongues	S.							
⊒⊒⊒⊒Heal	26	Will negates (harmless)	1 standard action	Instantaneous	Touch V, S		Yes (harmless)	Conjuration (Healing)	phb: p.239
Effect: Heal enables you to channel positive energy into a cre	eature	to wipe away injury ar	nd afflictions	. It immediately ends any and all of th	Target: Creature touche ne	#d		Caster Level: 19	
ollowing adverse conditions affecting the target: ability dar sebleminded, insanity, nauseated, sickened, stunned, and	l poison	ed. It also cures 150 hit	points of da	mage.					
Mass Cure Moderate Wounds	26	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 ft.) V, \$		Yes (harmless) or Yes see text	(Healing)	phb: p.216
Effect: You channel positive energy through your hand that cure:	s 2d8+	19 damage for many cre	eatures.		Target: 19 creatures, no than 30 ft. apart		which can be more	Caster Level: 19	
□□□□ Master Earth			1 standard action	Instantaneous	Personal V, S	S, F		Transmutation	splcmp: p,139
Effect: Travel through the earth to any location.					Target: You			Caster Level: 19	
DDDD Poison Vines	26	Fortitude negates; see text	e 1 standard action	19 minutes			Yes	Conjuration (Creation)	cmpdvn: p.175
Effect: Vines grow and poison creatures stuck within them.					Target: Plants in a 40-ft.			Caster Level: 19	
Raise Ice Forest		None	1 round	Permanent	Fro	S, DF, ostfell		Conjuration (Creation) [Cold]	frstbn: p.103
Effect: Immediately after casting this spell, ice trees erupt from fr					Target: 19*20 ft. square			Caster Level: 19	
□□□□□ Shifting Paths	26	Will disbelief (if interacted with)	10 minutes	19 hours	Medium (290 ft.) V, S	S	Yes	Illusion (Glamer)	splcmp: p,188
Effect: Illusion hides path, creates false new path.					Target: 20 mile radius			Caster Level: 19	
□□□□□ Slime Wave	26				-				
		Reflex negates	1 standard action	19 rounds	Close (70 ft.) V, S	S, M	No	Conjuration (Summoning)	cmpdvn: p.180
Effect: Creates a 15-ft. spread of green slime.		Reflex negates		19 rounds	Close (70 ft.) V, S  Target: 15-ftradius spre		No		cmpdvn: p.180
Creates a 15-ft. spread of green slime.  Creates a 15-ft. spread of green slime.		Reflex negates  None	action	19 rounds 19 hours [D]	Target: 15-ftradius spre Close (70 ft.) V, S	read S, DF	Yes (Harmless)	(Summoning) Caster Level: 19 Transmutation	cmpdvn: p.180 undrdk: p.173
Creates a 15-ft. spread of green slime.	26	None	action 1 action	19 hours [D]	Target: 15-ftradius spru Close (70 ft.) V, \$ Target: 19 willing creature other	read S, DF ures, all v	Yes (Harmless) within 30 ft. of each	(Summoning) Caster Level: 19 Transmutation Caster Level: 19	undrdk: p.173
Creates a 15-ft. spread of green slime.	26	-	action 1 action		Target: 15-ftradius spn Close (70 ft.) V, \$ Target: 19 willing creatu other Long (1160 ft.) V, \$	read S, DF ures, all v	Yes (Harmless) within 30 ft. of each Yes	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning)	
Creates a 15-ft. spread of green slime.  Spider Shapes  Ffect: 19 allies polymorph into spiders.  Storm of Elemental Fury  Ffect: Magic cloud creates windstorm, then hail of stones, then		None See text	action  1 action  1 round	19 hours [D] 4 rounds	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creatu other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground	read S, DF ures, all v S rm cloud	Yes (Harmless) within 30 ft. of each Yes	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19	undrdk: p.173 splcmp: p,209
Creates a 15-ft. spread of green slime.  Spider Shapes  Fffect:  19 allies polymorph into spiders.  Storm of Elemental Fury  Fffect:  Magic cloud creates windstorm, then hail of stones, then all of stones.		None See text	action  1 action  1 round	19 hours [D]	Target: 15-ftradius spr Close (70 ft.) V, \$ Target: 19 willing creatu other Long (1160 ft.) V, \$ Target: 40 ft. radius stor	read S, DF ures, all v S rm cloud S	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning)	undrdk: p.173
Creates a 15-ft. spread of green slime.		None See text	action  1 action  1 round  1 full round	19 hours [D] 4 rounds	Target: 15-ftradius spr Close (70 ft.) V, S Target: 19 willing creature other Long (1160 ft.) V, S Target: 40 ft. radius stor ground Long (1160 ft.) V, S Target: 100-ft. tall, 20-ft.	read S, DF ures, all v S rm cloud S	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration	undrdk: p.173 splcmp: p,209
Creates a 15-ft. spread of green slime.	rainsto	None See text  rm, then flame. None	action  1 action  1 round  1 full round	19 hours [D] 4 rounds 119 rounds [D] 19 rounds	Target: 15-ftradius spr. Close (70 ft.) V, S Target: 19 willing creature other Long (1160 ft.) V, S Target: 40 ft. radius stor ground Long (1160 ft.) V, S Target: 100-ft. tall, 20-ft. Close (70 ft.) V, S Target: One or more creater	read S, DF ures, all v S rm cloud S tradius s S, DF	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning)	undrdk: p.173 splcmp: p,209 cmpdvn: p.182
Creates a 15-ft. spread of green slime.	rainstor	None  See text  rm, then flame.  None  None  esignate and acts imme he Summon Natures Ally	action  1 action  1 round  1 full round  1 round  vidiately, on y table.	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the	Close (70 ft.) V, S  Target: 19 willing creature of the condition of the c	read S, DF ures, all v S rm cloud S tradius : S, DF eatures, i	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289
Creates a 15-ft. spread of green slime.	rainstor	None  See text  rm, then flame.  None  None  esignate and acts imme he Summon Natures Ally	action  1 action  1 round  1 full round  1 round  2 diately, on y table.	19 hours [D] 4 rounds 119 rounds [D] 19 rounds	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creaemore than 30 ft. apart 60 ft. V, \$	read S, DF ures, all v S rm cloud S tradius s S, DF eatures, v	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light]	undrdk: p.173 splcmp: p,209 cmpdvn: p.182
Creates a 15-ft. spread of green slime.	e you delist on the	None  See text  Imm, then flame.  None  None  esignate and acts imme ee Summon Natures Ally Reflex negates and Reflex half; see text	action  1 round  1 full round  1 round  1 round  1 standard action	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 19 rounds or until all beams are exhausted	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creatu other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h	read S, DF ures, all v S rm cloud S tradius s S, DF eatures, v	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289
Creates a 15-ft. spread of green slime.	e you delist on the	None  See text  Imm, then flame.  None  None  esignate and acts imme ee Summon Natures Ally Reflex negates and Reflex half; see text	action  1 action  1 round  1 full round  1 round  ediately, on y table. 1 standard action  am of intens 1 standard	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 19 rounds or until all beams are exhausted	Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h	read S, DF ures, all v S rm cloud S tradius s S, DF eatures, v	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Conjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289
Creates a 15-ft. spread of green slime.	e you delist on the 26	None See text  rm, then flame. None  None  esignate and acts imme he Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling be	action  1 round  1 full round  1 round  2 round  2 round  3 round  2 round  3 round  4 round  3 round  4 round  4 round  5 round  6 round  7 round  8 round  8 round  8 round  9 round  1 round	19 hours [D] 4 rounds 19 rounds [D] 19 rounds your turn. It attacks your opponents to the sexhausted see light each round. You can call forth	Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h	s, DF ures, all v S rm cloud S aradius s S, DF eatures, t S, DF	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration (Summoning) a Caster Level: 19 Evocation [Light] Caster Level: 19	undrdk: p.173 splcmp: p,209 cmpdvn: p.182 phb: p.289 draco: p.107-108
Creates a 15-ft. spread of green slime.	e you delist on the 26	None See text  rm, then flame. None  None  esignate and acts imme he Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling be	action  1 action  1 round  1 full round  1 round  1 round  2 table.  1 standard action  1 standard action  1 standard action  1 standard	19 hours [D] 4 rounds 19 rounds [D] 19 rounds your turn. It attacks your opponents to the sexhausted see light each round. You can call forth	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Medium (290 ft.) V, \$ Target: One living creature of the control of the	s, DF ures, all v S rm cloud Sradius: S, DF eatures, I S, DF hand S, DF	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration (Summoning) Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation)	undrdk: p.173 splcmp: p,209 cmpdvn: p.182 phb: p.289 draco: p.107-108
Creates a 15-ft. spread of green slime.	e you de list on the 26 action to 26	None See text  Trm, then flame. None  None  esignate and acts immene Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling be. Fortitude negates	action  1 round  1 round  1 round  1 round  2 round  1 round  2 round  3 round  1 standard action  1 standard action  1 standard action	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 119 rounds or until all beams are exhausted see light each round. You can call forth I Instantaneous	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h 6 Medium (290 ft.) V, \$ Target: One living creature conditions of the conditions o	s, DF res, all v S S rm cloud S S tradius: S, DF eatures, i S, DF ture with S, DF	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text)	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation) Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216
Creates a 15-ft. spread of green slime.	e you de list on the 26 action to 26	None  See text  Imm, then flame.  None  None  esignate and acts immene Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling beter to evoke a dazzl	action  1 round  1 round  1 round  1 round  1 round  2 round  1 round  2 round  3 table, on y table, on the control of the	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 119 rounds or until all beams are exhausted see light each round. You can call forth I Instantaneous I Instantaneous her metal objects carried by creatures are	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h 6 Medium (290 ft.) V, \$ Target: One living creature cong (1160 ft.) V, \$ Target: All metal objects re	read S, DF ures, all v S S rm cloud S Sradius: S, DF eatures, i S, DF thand S, DF ture with S, DF s within a	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text) a 40-ft. radius burst	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation) Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216  phb: p.294
Creates a 15-ft. spread of green slime.	e you de list on the 26 action to 26	None See text  Trm, then flame. None  None  esignate and acts immene Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling be. Fortitude negates	action  1 round  1 round  1 round  1 round  1 round  2 round  1 round  2 round  3 table, on y table, on the control of the	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 119 rounds or until all beams are exhausted see light each round. You can call forth I Instantaneous	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h 6 Medium (290 ft.) V, \$ Target: One living creature of the condition of t	read S, DF ures, all v S mm cloud S Sradius : S, DF eatures, i S, DF surre with S, DF s within a	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text)	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation) Caster Level: 19 Transmutation Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216
Creates a 15-ft. spread of green slime.	rainstool e you de list on th 26 action t 26  action t 26 s they a	None  See text  Imm, then flame.  None  None  esignate and acts imme es Summon Natures Ally Reflex pagates and Reflex half; see text to evoke a dazzling be.  Fortitude negates  None  a to wood. Weapons, an Will negates (harmless)	action  1 action  1 round  1 full round  1 round  1 round  2 table.  1 standard action	19 hours [D] 4 rounds 119 rounds [D] 19 rounds your turn. It attacks your opponents to the 19 rounds or until all beams are exhausted see light each round. You can call forth Instantaneous Instantaneous ther metal objects carried by creatures are 121 minutes gh normal and magical darkness, notice	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature to ther Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your he 6 Medium (290 ft.) V, \$ Target: One living creature to the content of the	read S, DF ures, all v S mm cloud S Sradius : S, DF eatures, i S, DF surre with S, DF s within a	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text) a 40-ft. radius burst	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation) Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216  phb: p.294
Spider Shapes  Effect: 19 allies polymorph into spiders. 20 allies polymorph into spiders. 21 allies polymorph into spiders. 22 allies polymorph into spiders. 23 allies polymorph into spiders. 24 allies polymorph into spiders. 25 allies polymorph into spiders. 26 allies polymor	rainstor  e you de ist on th 26 action t 26 s they a f creaturior	None  See text  Imm, then flame. None  None  Resignate and acts immene summon Natures Ally Reflex half; see text to evoke a dazzling be. Fortitude negates  None  a to wood. Weapons, and Will negates (harmless)  actually are. The subjectires or objects under blupolymorphed, changed, changed.	action  1 action  1 round  1 full round  1 round  2 tailety, on y table.  1 standard action  1 standard action  1 standard action  1 standard action  2 tandard action  1 standard action  2 tandard action  3 tandard action  4 standard action  2 tandard action  2 tandard action  3 tandard action  4 standard action  5 tandard action  6 tandard action  7 tandard action	19 hours [D]  4 rounds  119 rounds [D]  19 rounds  your turn. It attacks your opponents to the last of	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h 6 Medium (290 ft.) V, \$ Target: One living creature to the constant of the c	read S, DF ures, all v S S rm cloud S L-radius: S, DF eatures, S, DF nand S, DF ture with S, DF s within a	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text) a 40-ft. radius burst Yes (harmless)	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Transmutation Caster Level: 19 Transmutation Caster Level: 19 Divination Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216  phb: p.294  draco: p.107-108
Creates a 15-ft. spread of green slime.	rainstool e you de dist on the 26 action to 26 to its area 26 s they a forceature	None  See text  Imm., then flame.  None  None  Resignate and acts imme he Summon Natures Ally Reflex negates and Reflex half; see text to evoke a dazzling be Fortitude negates  None  a to wood. Weapons, and Will negates (harmless)	action  1 action  1 round  1 full round  1 round  1 round  1 standard action	19 hours [D]  4 rounds  119 rounds [D]  19 rounds  your turn. It attacks your opponents to the last of	Target: 15-ftradius spr. Close (70 ft.) V, \$ Target: 19 willing creature other Long (1160 ft.) V, \$ Target: 40 ft. radius stor ground Long (1160 ft.) V, \$ Target: 100-ft. tall, 20-ft. Close (70 ft.) V, \$ Target: One or more creamore than 30 ft. apart 60 ft. V, \$ Target: Line from your h 6 Medium (290 ft.) V, \$ Target: One living creature to the constant of the c	read S, DF ures, all v S S rm cloud S S L-radius: S, DF eatures, S, DF trure with S, DF s within a S, M ed	Yes (Harmless) within 30 ft. of each Yes , 200 ft. above the Yes spread No no two of which can be Yes  No a respiratory system Yes (object; see text) a 40-ft. radius burst Yes (harmless)	(Summoning) Caster Level: 19 Transmutation Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Evocation [Light] Caster Level: 19 Conjuration (Creation) Caster Level: 19 Transmutation Caster Level: 19	undrdk: p.173  splcmp: p,209  cmpdvn: p.182  phb: p.289  draco: p.107-108  splcmp: p,216  phb: p.294

				Druid Spells					
□□□□ Waterspout	26	Reflex negates	1 round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p,236
Effect: Waterspout you control picks up and damage foes.					Target: Cylinder [5 f	t. radius, 80	ft. high]	Caster Level: 19	
Whiteout	26		1 standard action	19 hours	Long (1160 ft.)  Target: Cloud cente	V, S red on targe	No et spreads 120 ft. and is	Conjuration (Creation) [Cold] Caster Level: 19	frstbn: p.106
A swirling snow and a strong wind arise around you or a cr		you designate, and foll No and Will negates			20 ft. high Touch		No and Yes	Transmutation [Air	]phb: p.302
ffect:		, ,	action		Target: You and 6 to	ouched crea	(harmless) atures	Caster Level: 19	
You alter the substance of your body to a cloudlike vapor [an take other creatures with you, each of which acts independent of the control of	ndently	/.					V.	F	
□□□□□Word of Balance	26	None or Will negates; see text	action	Instantaneous	30 ft.	V	Yes lius spread centered on	Evocation [Sonic]	spicmp: p,242
Kills, paralyzes, weakens, or nauseates nonneutral creatur	es.				you	1 a 30 II. Iau	ius spread centered on	Caster Level. 19	
				LEVEL 8					
Name  Animal Shapes	<b>DC</b> 27		1 standard	<b>Duration</b> 19 hours	Range Close (70 ft.)	Comp. V, S, DF	Spell Resistance Yes (harmless)	School Transmutation	Source phb: p.198
Effect:			action		Target: Up to 19 wil	ling creature	es, all within 30 ft. of	Caster Level: 19	
19 allies polymorph into an animal of your choice.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	27	Reflex half (see text)	1 action	Instantaneous	each other Long (1160 ft.)	V, S, F	Yes	Conjuration	pgtfae: p.100
Effect:					Target: 15-ftradius	burst		(Creation) Caster Level: 19	
Falling rocks deal 19d8 damage and bury targets.	27		1 standard action	19 rounds	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,39
ffect: Allies' weapons become brilliant energy, ignoring armor.		(harmless)	acuUII		Target: Weapons ca which are more than			Caster Level: 19	
Allies weapons become brilliant energy, ignoring armor.	27	Fortitude negates	1 round	Instantaneous	Close (70 ft.)	V, S, M, XP		Conjuration (Creation)	splcmp: p,49
iffect: Preserves a corpse and reincarnates with no loss of level.					Target: One corpse			Caster Level: 19	
Conjure Ice Beast VIII		None	1 round	19 rounds [D]	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
ffect: This spell creates a creature constructed from magical ice.					Target: One conjure	ed ice creatu	ire	Caster Level: 19	
Control Plants	27		1 standard action	19 minutes	Close (70 ft.)	V, S, DF		Transmutation	phb: p.213
ffect: Allows you to control the actions of one or more plant creat					be more than 30 ft.	apart	s, no two of which can		
Deadfall	27		1 standard action	Instantaneous; see text	,	V, S	No	Conjuration (Creation)	splcmp: p,59
ffect: Falling wood causes damage and knocks foes prone.					radius, 40 ft. high]; s	see text	ning in a cylinder [20 ft.		
Earth Glide	27		1 standard action	19 mins	Touch		Yes (harmless)	Transmutation	racstn: p.162
ffect: You give the subject the ability to glide through earth and s	tone a		mental does		Target: Creature tou Long (1160 ft.)	V, S, DF	No	Caster Level: 19 Evocation [Earth]	phb: p 225
J⊔⊔⊔⊔ Earthquake	21		action	riound	Target: 80-ft. radius		NO	Caster Level: 19	prib. p.223
An intense but highly localized tremor rips the ground.		None	10 minutes	4d12 weeks	-	V, S, XP	No	Transmutation	frstbn: p.93
Effect:			(see text)		Target: 19 mile radio			[Cold] Caster Level: 19	
You change the weather to a state of permanent winter, or permanent winter, with the permanent winter, with				ent. Instantaneous	Close (70 ft.)	V, S	Yes	Necromancy	phb: p.230
Effect:			action		Target: One living c	reature		[Death] Caster Level: 19	
You can slay any one living creature within range. The successful, the creature instead takes 3d6+19 point of damage.	ge. The	e subject might die from	damage ev	en if it succeeds on its saving throw.					
□□□□□Frostfell  :ffect:	27	Fortitude partial;see text	1 round	19 hours	Medium (290 ft.)	V, S, M, DF	See text	Transmutation [Cold]	frstbn: p.95
The area you designate becomes a frigid and icy enviror The areature is below the cold band, all water is turned to ice reperfecture; is resulting in a heavy snowstorm lasting for the c noderate band. Living creatures caught within the area whe uccessfully saves, frostfell deals 1946 points of frostburn da	and a duration on the	Ill earth and stone becon of the spell. Snow according to spell is cast instantly to	mes everfro umulates o	est to a depth of 19*10 feet. Air within the only if the ground temperature is below the	e e	jes		Caster Level: 19	
Glacier	. 33.		1 round	19 rounds	Close (70 ft.)	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.96
iffect: When you cast this spell, you bring into existence 20-foot	cubes	of animated glacial ice	which need	not appear adjacent to one another, bu	Target: 19/2 20 ft. c	ubes		Caster Level: 19	
nust be placed on a horizontal surface.  Maelstrom	27	Reflex negates (and	1 full round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration	cmpdvn: p.168
ffect:		see text)			Target: A whirlpool	120 ft. wide	and 60 ft. deep	(Creation) Caster Level: 19	
Causes a deadly vortex to form in water.  Maelstrom	27	Reflex negates; see text	1 round	19 rounds	Long (1160 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p,135
iffect: Water vortex traps and damage creatures and objects.		.ont			Target: A whirlpool	120 ft. wide	and 60 ft. deep	Caster Level: 19	
□□□□□Mass Awaken	27	See text	24 hours	Instantaneous	Medium (290 ft.)			Transmutation	cmpdvn: p.151
iffect: You awaken one or more trees or animals to humanlike se					Target: 6 animals or more than 30 ft. apa	art	•	Caster Level: 19	
□□□□□ Mass Awaken	27	See text	∠4 hours	Instantaneous		V, S, DF, XP		Transmutation	splcmp: p,21
As awaken, but multiple creatures.	27	Soo tyt	1 day	Instantaneous	Target: 6 animals or than 30 ft. apart Medium (290 ft.)			Caster Level: 19	motuld: p 00
☐☐☐☐ Mass Awaken			1 day	Instantaneous	Target: 19 animals	or trees, no	two of which may be	Transmutation Caster Level: 19	motwld: p.90
You awaken one or more trees or animals to humanlike se		Will half (harmless) or		Instantaneous	more than 30 ft. apa Close (70 ft.)	art V, S	Yes (harmless) or Yes		phb: p.216
Effect:	240		action		Target: 19 creatures	s, no two of	see text which can be more	(Healing) Caster Level: 19	
You channel positive energy through your hand that cures  Phantom Wolf	Ja8+1			Concentration up to 19 rounds	than 30 ft. apart Medium (290 ft.)	V, S, DF	No	Conjuration (Summoning)	cmpdvn: p.174
Effect: Incorporeal wolf fights for you.					Target: One summo	ned phanto	m wolf	(Summoning) Caster Level: 19	
Incorporeal woir fights for you.	27	Fortitude partial; see text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, DF	Yes	Evocation [Water]	splcmp: p,170
Effect: Nauseating water knocks foes prone and deals Strength da	amane		GOROTT		Target: 30 ft. radius	burst		Caster Level: 19	
DDDD Repel Metal or Stone	unaye	None	1 standard action	19 rounds	60 ft.	V, S	No	Abjuration [Earth]	phb: p.271

			David Caralla					
			Druid Spells					
□□□□□ Reverse Gravity	27	None; see text	1 standard 19 rounds action	Medium (290 ft.)	V, S, M/D	F No	Transmutation	phb: p.273
Effect: This spell reverses gravity in an area, causing all una area in 1 round. If some solid object [such as a ceiling] is they would during a normal downward fall.					ft. cube [S]		Caster Level: 19	
Speak with Anything		None	10 minutes 21 minutes	Personal	V, S	No	Divination	motwld: p.94
Effect: This spell grants you the effects of speak with animals, including unintelligent ones such as normal plants	speak w	ith plants, and tongues,	enabling you to communicate with any living creature	Target: You re,			Caster Level: 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
Effect: Magic cloud creates windstorm, then hail of stones, the	n rainsto	rm. then flame.		Target: 40-ftradiu	s storm clou	id, 200 feet above the	Caster Level: 19	
Stormrage		,	1 standard 19 minutes [D] action	Personal  Target: You	V, S, DF		Transmutation [Electricity] Caster Level: 19	cmpdvn: p.182
You can fly and fire lightning from your eyes.		None	4.00	Ü	\ 0 PF	N.		.11
Summon Nature's Ally VIII		None	1 round 19 rounds	Close (70 ft.)	V, S, DF		Conjuration (Summoning)	phb: p.289
Effect:  This spell summons a natural creature. It appears who best of its ability. You conjure creatures from the 8th-leve						, no two of which can b	e Caster Level: 19	
□□□□□ Sunburst	27		t 1 standard Instantaneous	Long (1160 ft.)	V, S, M/D	FYes	Evocation [Light]	phb: p.289
Effect: Sunburst causes a globe of searing radiance to explor points of damage.	de silentl	y from a point you selec	ct. All creatures in the globe are blinded and take 6	Target: 80-ft. radiu d6	s burst		Caster Level: 19	
□□□□□Unyielding Roots	27	Fortitude negates (harmless)	1 standard 19 rounds [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,228
Effect: Creature grows roots that keep it stationary and heal it	every roi	ind		Target: Willing crea	ature touche	d	Caster Level: 19	
□□□□□ Wall of Greater Dispel Magic	010., 10.	None	1 standard 19 minutes action	Medium (290 ft.)	V, S, DF	No	Abjuration	undrdk: p.63
Effect: Create a transparent, permeable barrier that does grea	ter dispe	I magic on any who pas		Target: A plane of 190 ft.square.	dispel magio	whose area is up to	Caster Level: 19	
Whirlwind	27	Reflex negates; see text	1 standard 19 rounds	Long (1160 ft.)	V, S, DF	Yes	Evocation [Air]	phb: p.301
Effect: This spell creates a powerful cyclone of raging wind t round. You can concentrate on controlling the cyclones circle, or the like.			g the ground, or over water at a speed of 60 feet p	erand 30 ft. tall	) ft. wide at l	oase, 30 ft. wide at top,	Caster Level: 19	
□□□□□Word of Recall	27	None or Will negates (harmless, object)	1 standard Instantaneous action	Unlimited  Target: You and to	V uched object	No or Yes (harmless, object)	Conjuration (Teleportation) Caster Level: 19	phb: p.303
Word of recall teleports you instantly back to your sand the spell, and it must be a very familiar place.	ctuary wh	nen the word is uttered.	You must designate the sanctuary when you prepa			2. outor winning	2230, 2070, 10	

-Domain/Speciality Spe

# 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 None		Duration Instantaneous	Range Close (70 ft.)	Comp. V, S	Spell Resistance No	School Conjuration (Creation) [Acid]	Source phb: p.196.
ffect:		action		Target: One missile	of acid		(Creation) [Acid] Caster Level: 19	
Orb deals 1d3 acid damage.  Acid Splash	None	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Conjuration	magfae: p.76
ffect: You fire a small orb of acid at the target				Target: One missile	of acid		(Creation) [Acid] Caster Level: 19	
DAmanuensis	Will negates (object)	1 standard action	190 minutes	Close (70 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,9
fect: Copy nonmagical text.		action		Target: Object or ob	jects with v	vriting	Caster Level: 19	
DDD Arcane Mark	None	1 standard	Permanent	0 ft.	V, S	No	Universal	phb: p.201
ffect: Inscribes your personal rune [visibly or invisibly].		action		Target: One person fit within 1 sq. ft.	al rune or n	nark, all of which must	Caster Level: 19	
Caltrops	None	1 standard	19 rounds	Close (70 ft.)	V, S	No	Conjuration (Creation)	splcmp: p,42
ffect:	No		10 1- 1	Target: See text	V 0	N.	Caster Level: 19	.11 040
☐☐☐☐ Dancing Lights  ffect:	None	action	19 minutes		V, S	No nin a 10- ft. radius area		phb: p.216
You create up to four lights that resemble lanterns or torches or	up to four glowing spehe Will negates	eres of light 1 standard		Close (70 ft.)	V, S, M	Yes	Enchantment	phb: p.217
Daze 20	will negates	action	i iodila	Close (70 It.)	v, 3, IVI	res	(Compulsion) [Mind-Affecting]	prib. p.217
ffect: You cloud the mind of a humanoid creature of 4 HD or less; lose	ne novt action			Target: One human	oid creature	e of 4 HD or less	Caster Level: 19	
Detect Magic	None	1 standard action	Concentration, up to 21 minutes	60 ft.	V, S	No	Divination	draco: p.107-108
ffect: You detect magical auras.		200011		Target: Cone-shape	d emanatio	n	Caster Level: 21	
Dudetect magical auras.	None	1 standard action	Instantaneous	Close (75 ft.)	V, S	No	Divination	phb: p.219
ffect: You determine whether a creature, object, or area has been poi	soned or is poisonous	acuon		Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 21	
Doubletinine whener a creature, object, or area has been por	None	1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Electricity]	splcmp: p,78
ffect: Ranged touch attack deals 1d3 electricity damage.		South		Target: Ray			Caster Level: 19	
Canged touch attack deals has electricity damage.	None	1 action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Electricity]	magfae: p.91
ffect: You release a small stroke of electrical energy				Target: One creatur	e or object		Caster Level: 19	
☐☐☐☐☐Flare	Fortitude negates	1 standard action	Instantaneous	Close (70 ft.)	V	Yes	Evocation [Light]	phb: p.232
ffect: This cantrip creates a burst of light. If you cause the light to be	urst directly in front of a		ure, that creature is dazzled for 1 minut	Target: Burst of ligh	t		Caster Level: 19	
nless it makes a successful Fortitude save. ~ -1 on attack rolls  Ghost Sound	Will disbelief (if	1 standard		Close (70 ft.)	V, S, M	No	Illusion (Figment)	draco: n 107-108
ffect:	interacted with)	action	To Tourido	Target: Illusory sour			Caster Level: 19	arabor pritor 100
allows you to create a volume of sound that rises, recedes, ap ound creates when casting it and cannot thereafter change the s		a fixed place	e. You choose what type of sound ghos				040107 20707. 10	
Horizikaul's Cough 20	Will partial	1 action	Instantaneous		V, S	Yes	Evocation [Sonic]	magfae: p.101
ffect: You create a brief but loud noise adjacent to the target				Target: One creatur	•		Caster Level: 19	
Launch Bolt	None	action	Instantaneous	Touch	V, S, M	No	Transmutation	splcmp: p,130
ffect: Launches a crossbow bolt up to 80 ft.	None	4	Instantaneous	Target: One crossbo	-	·	Caster Level: 19	
☑□□□□ Launch Bolt ffect:	None	1 action	Instantaneous	Medium (290 ft.)  Target: One crossbo		No our possession	Transmutation  Caster Level: 19	magfae: p.105
You cast this spell on a crossbow bolt, causing it to fly at a targe Launch Item	et of your choice as if you None		froma light crossbow Instantaneous	Touch	s	No	Transmutation	splcmp: p,130
ffect:		action		Target: One Fine ite	m in your p	ossession, weighing up	Caster Level: 19	
Hurls Fine item up to Medium range.	None	1 standard	190 minutes	to 10 lb. Touch	V, M/DF	No	Evocation [Light]	phb: p.248
ffect:		action		Target: Object touch	ned		Caster Level: 19	
This spell causes an object to glow like a torch, shedding bright touch. The effect is immobile, but it can be cast on a movable	object.							
□□□□ Mage Hand	None	1 standard action	Concentration	Close (70 ft.)	V, S	No	Transmutation	phb: p.249
						ended object weighing	Caster Level: 19	
You point your finger at an object and can lift it and move it at w				up to 5 lb.			_	
You point your finger at an object and can lift it and move it at w  Mending  20	rill from a distance. Will negates (harmless, object)	1 standard action	Instantaneous	up to 5 lb. 10 ft.	V, S	Yes (harmless, object)		phb: p.253
You point your finger at an object and can lift it and move it at way and the second of the second o	Will negates (harmless, object) s, such as might be caus	action sed by a war		up to 5 lb. 10 ft.  Target: One object of	V, S		Transmutation  Caster Level: 19	phb: p.253
You point your finger at an object and can lift it and move it at wand in the control of the con	Will negates (harmless, object) s, such as might be caus	action sed by a war eak exists. 1 standard		up to 5 lb. 10 ft. Target: One object of	V, S		Caster Level: 19 Transmutation	phb: p.253
You point your finger at an object and can lift it and move it at way and the flect:  You point your finger at an object and can lift it and move it at way and flect:  You point your finger at an object and move it at way and flect.  You point your finger at an object and move it at way and flect.  You point your finger at an object and can lift it and move it at a way and flect.	Will negates (harmless, object) s, such as might be caus ger, providing but one bre None	action sed by a war eak exists. 1 standard action	p wood spell]. It will weld broken metalli 190 minutes	up to 5 lb. 10 ft.  Target: One object of  Medium (290 ft.)  Target: 19 creatures	V, S of up to 1 lb		Caster Level: 19	phb: p.253
You point your finger at an object and can lift it and move it at way and the control of the con	Will negates (harmless, object) s, such as might be causer, providing but one bre None h little chance of being onessage is audible to all	action sed by a war eak exists. 1 standard action verheard. Y targeted cre	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature yo atures within range.	up to 5 lb. 10 ft.  Target: One object of  Medium (290 ft.)  Target: 19 creatures	V, S of up to 1 lb V, S, F	No	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19	phb: p.253 dent]
You point your finger at an object and can lift it and move it at way and can lift it and move it at way and can lift it and move it at way and can lift it and move it at way and can lift it and move it at way and can lift it and can lift	Will negates (harmless, object) s, such as might be caus ger, providing but one bre None	action sed by a war eak exists. 1 standard action verheard. Y targeted cre	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature yo atures within range.	up to 5 lb. 10 ft.  Target: One object of Medium (290 ft.)  Target: 19 creatures J  Close (70 ft.)	V, S of up to 1 lb V, S, F of	No Yes (object)	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation	phb: p.253
You point your finger at an object and can lift it and move it at way and can lift it and move it at way and can lift it and move it at way and can lift it and move it at way and can lift it and move it at ways and can lift it and can lif	Will negates (harmless, object) s, such as might be cause, pr, providing but one bre None  It little chance of being onessage is audible to all Will negates (object)	action sed by a war eak exists.  1 standard action  verheard. Y targeted cre 1 standard action	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature yo atures within range. Instantaneous	up to 5 lb. 10 ft.  Target: One object of c  Medium (290 ft.)  Target: 19 creatures  Close (70 ft.)  Target: Object weig	V, S of up to 1 lb V, S, F V, S, F hing up to 3	No	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation	phb: p.253 dent]
You point your finger at an object and can lift it and move it at way and the common of the common o	Will negates (harmless, object) s, such as might be cause, pr, providing but one bre None  It little chance of being onessage is audible to all Will negates (object)	action sed by a war eak exists.  1 standard action  verheard. Y targeted cre 1 standard action  rrel, or othe 1 standard	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature yo atures within range. Instantaneous	up to 5 lb. 10 ft.  Target: One object of c  Medium (290 ft.)  Target: 19 creatures  Close (70 ft.)  Target: Object weig	V, S of up to 1 lb V, S, F V, S, F hing up to 3	No Yes (object)	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation	phb: p.253 dent]
You point your finger at an object and can lift it and move it at way and the control of the con	Will negates (harmless, object) s, such as might be cause, providing but one bre None  In little chance of being onessage is audible to all Will negates (object)  W, bag, pouch, bottle, base text	action sed by a war eak exists.  1 standard action werheard. Y targeted cre 1 standard action  rrel, or othe 1 standard action	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature you atures within range. Instantaneous r container. If anything resists this activit 1 hour	up to 5 lb. 10 ft.  Target: One object of the control of the contr	V, S of up to 1 lb V, S, F V, S, F hing up to 3	No Yes (object) 10 lb. or portal that can	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19	phb: p.253 dent] phb: p.258
You point your finger at an object and can lift it and move it at ward in the control of the con	Will negates (harmless, object) s, such as might be cause, providing but one bre None  In little chance of being onessage is audible to all Will negates (object)  w, bag, pouch, bottle, bather see text  or practice. Once cast, a limitations.	action sed by a wai sak exists.  1 standard action verheard. Y targeted cre 1 standard action rrel, or othe  1 standard action a prestidigita	p wood spell]. It will weld broken metalli 190 minutes  ou point your finger at each creature you atures within range. Instantaneous  container. If anything resists this activit 1 hour  tion spell enables you to perform simple	up to 5 lb. 10 ft.  Target: One object of Medium (290 ft.)  Target: 19 creatures  Close (70 ft.)  Target: Object weig ybe opened or closed 10 ft.  Target: See text	V, S of up to 1 lb V, S, F S V, S, F hining up to 3	No Yes (object) O lb. or portal that can	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19	phb: p.253 dent] phb: p.258 phb: p.264
You point your finger at an object and can lift it and move it at wand in the control of the con	Will negates (harmless, object) s, such as might be caus per, providing but one bre None hittle chance of being onessage is audible to all Will negates (object) w, bag, pouch, bottle, base text or practice. Once cast, a	action sed by a wai sak exists.  1 standard action verheard. Y targeted cre 1 standard action rrel, or othe  1 standard action a prestidigita	p wood spell]. It will weld broken metalli 190 minutes ou point your finger at each creature you atures within range. Instantaneous r container. If anything resists this activit 1 hour	up to 5 lb. 10 ft.  Target: One object of Medium (290 ft.)  Target: 19 creatures Close (70 ft.)  Target: Object weig ybe opened or closed 10 ft.  Target: See text 9  Close (70 ft.)	V, S of up to 1 lb V, S, F V, S, F hing up to 3	No Yes (object) 10 lb. or portal that can	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19 Evocation [Cold]	phb: p.253 dent] phb: p.258
You point your finger at an object and can lift it and move it at way and the common of the common o	Will negates (harmless, object) s, such as might be cause, providing but one bre None It little chance of being onessage is audible to all Will negates (object) w, bag, pouch, bottle, base see text or practice. Once cast, a limitations. None	action  ed by a ware sale exists.  1 standard action  verheard. Y targeted cre 1 standard action  rrrel, or othe  1 standard action  a prestidigita  1 standard action	p wood spell]. It will weld broken metalli 190 minutes  ou point your finger at each creature you atures within range. Instantaneous  container. If anything resists this activit 1 hour  ution spell enables you to perform simple Instantaneous	up to 5 lb. 10 ft.  Target: One object of the control of the contr	V, S of up to 1 lb V, S, F S V, S, F hining up to 3	No Yes (object) O lb. or portal that can	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19	phb: p.253 dent] phb: p.258 phb: p.264
You point your finger at an object and can lift it and move it at ward iffect:  Mending repairs small breaks or tears in objects [but not warps bjects such as a ring, a chain link, a medallion, or a slender dagg lifect:  Mending repairs small breaks or tears in objects [but not warps bjects such as a ring, a chain link, a medallion, or a slender dagg lifect:  You can whisper messages and receive whispered replies with ant to receive the message. When you whisper, the whispered in an	Will negates (harmless, object) s, such as might be cause, providing but one break per, providing but one break per, providing but one break per providing but one will negates (object) w, bag, pouch, bottle, base text or practice. Once cast, a limitations.	action  sed by a war sak exists.  1 standard action  verheard. Y targeted cre 1 standard action  rrel, or othe  1 standard action  a prestidigita  1 standard action  ranged touc  1 standard	p wood spell]. It will weld broken metalli 190 minutes  ou point your finger at each creature you atures within range. Instantaneous  container. If anything resists this activit 1 hour  ution spell enables you to perform simple Instantaneous	up to 5 lb. 10 ft.  Target: One object of the control of the contr	V, S of up to 1 lb V, S, F S V, S, F hining up to 3	No Yes (object) O lb. or portal that can	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19 Evocation [Cold]	phb: p.253 dent] phb: p.258 phb: p.264
### Mending ### 20  #### Mending repairs small breaks or tears in objects [but not warps bjects such as a ring, a chain link, a medallion, or a slender dage bjects such as a ring, a chain link, a medallion, or a slender dage ### Message #### Message ##### Message #### Message ##### Message ##### Message ####### Message ##### Message ###### Message ####### Message ####################################	Will negates (harmless, object) s, such as might be cause, providing but one break per, providing but one break per, providing but one break per providing but one break per providing but one will negates (object) w, bag, pouch, bottle, base text per practice. Once cast, a limitations.  None  You must succeed on a None	action  sed by a war sake exists.  1 standard action  werheard. Y targeted cred 1 standard action  rrel, or othe  1 standard action  a prestidigita  1 standard action  ranged touc  1 standard action  1 standard action  1 standard action  1 standard action	p wood spell]. It will weld broken metalli 190 minutes  ou point your finger at each creature you atures within range. Instantaneous  container. If anything resists this activit 1 hour  tition spell enables you to perform simple Instantaneous  h attack with the ray to deal damage to a	up to 5 lb. 10 ft.  Target: One object of C  Medium (290 ft.)  Target: 19 creatures  Close (70 ft.)  Target: Object weig ybe opened or closer 10 ft.  Target: See text  Close (70 ft.)  Target: Ray a  Personal  Target: You	V, S of up to 1 lb V, S, F S V, S, F ning up to 3	No Yes (object) Ito lib. or portal that can No Yes	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19 Evocation [Cold] Caster Level: 19	phb: p.253 dent]  phb: p.258  phb: p.264  phb: p.269
You point your finger at an object and can lift it and move it at ward in the common of the common o	Will negates (harmless, object) s, such as might be caus per, providing but one bre None  In little chance of being onessage is audible to all Will negates (object) w, bag, pouch, bottle, base text  or practice. Once cast, a limitations.  None  You must succeed on a None  ns on objects-books, sc	action  sed by a war- seak exists.  1 standard action  werheard. Y standard action  rrel, or othe  1 standard action  a prestidigita  1 standard action  ranged touc  1 standard action	p wood spell]. It will weld broken metalli 190 minutes  ou point your finger at each creature you atures within range. Instantaneous  r container. If anything resists this activit 1 hour  tion spell enables you to perform simple Instantaneous  h attack with the ray to deal damage to a 210 minutes  ns, and the like-that would otherwise b	up to 5 lb. 10 ft.  Target: One object of Medium (290 ft.)  Target: 19 creatures Close (70 ft.)  Target: Object weig ybe opened or closed 10 ft.  Target: See text Close (70 ft.)  Target: Ray A Personal  Target: You	V, S of up to 1 lb V, S, F S V, S, F ning up to 3	No Yes (object) Ito lib. or portal that can No Yes	Caster Level: 19 Transmutation [Language-Depen Caster Level: 19 Transmutation Caster Level: 19 Universal Caster Level: 19 Evocation [Cold] Caster Level: 19 Divination	phb: p.253 dent]  phb: p.258  phb: p.264  phb: p.269

				Wizard Spells					
Effect:			action		Target: Construct to	uched		Caster Level: 19	
Repairs 1 point of damage to any construct.	00 14	CII	4	A	ŭ		West (Leavelle et )		.11 . 070
□□□□□ Resistance			1 standard action	ı mınute	Touch  Target: Creature tou		Yes (harmless)	Abjuration  Caster Level: 19	phb: p.272
You imbue the subject with magical energy that protects it f		m, granting it a +1 res /ill negates (object)				S	Von (abject)		onlamp; n 100
	20 VV	ili negates (object)	action	19 minutes [D]		5	Yes (object)		splcmp: p,190
ffect: Negates sound from door or window.					Target: One portal			Caster Level: 19	
I□□□□ Sonic Snap	20 W		1 standard action	Instantaneous	Close (70 ft.)	V, S	Yes	Evocation [Sonic]	splcmp: p,195
ffect: Subject takes 1 point of sonic damage and is deafened 1 ro	ound.				Target: One creature	e or object		Caster Level: 19	
) Company Stick	20 W	/ill negates (object)	1 standard action	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	splcmp: p,206
ffect: Glues an object weighing 5 pounds or less to another objec	ct.				Target: Nonmagical, 5 lb.	unattende	d object weighing up to	Caster Level: 19	
Company Stick	20 W	/ill negates (object)	1 standard action	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	undrdk: p.61
ffect: Affixes on item weighing up to 5 lbs to another, heavier iten	n.				Target: Nonmagical, 5 lbs.	unattende	d object weighing up to	Caster Level: 19	
				LEVEL 1					
Name	DC Sa	aving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
lAlarm		lone	1 standard action			V, S, F/DF		Abjuration	draco: p.107-108
<i>fect:</i> Sounds a visible or audible alarm when tiny or larger creatu	ure enter				Target: 20-ft. radius space	emanation	centered on a point in	Caster Level: 19	
		eflex half		Instantaneous		V, S	Yes	Evocation [Fire]	phb: p.207
fect:	d4 E ,		action		Target: Cone-shape	d burst		Caster Level: 19	
A cone of searing flame shoots from your hands, dealing 50  Charm Person		/ill negates	1 standard	19 hours	Close (70 ft.)	V, S	Yes	Enchantment	phb: p.209
			action		Towns Or :			(Charm) [Mind-Affecting]	
fect: Makes a humanoid regard you as a trusted friend and ally.			4.4	040	Target: One humano			Caster Level: 19	.11 . 222
□□□□*Comprehend Languages	No		1 standard action	210 minutes		V, S, M/DF	No	Divination	phb: p.212
fect: You can understand the spoken words of creatures or read	l otherwis	se incomprehensible	written mes	sages.	Target: You			Caster Level: 21	
Durant Telect Secret Doors	No		1 standard action	Concentration, up to 21 minutes	60 ft.	V, S	No	Divination	draco: p.107-108
<i>fect:</i> You can detect secret doors, compartments, caches, and s	o forth.				Target: Cone-shape	d emanatio	n	Caster Level: 21	
□□□□ Disguise Self			1 standard action	190 minutes	Personal	V, S	No	Illusion (Glamer)	phb: p.222
<i>fect:</i> You make yourself - including cloting, armor, weapons, and	d equipm				Target: You			Caster Level: 19	
	21 W	/ill negates	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
fect:		arriless)	action		Target: Creature tou	ched		Caster Level: 19	
Subject suffers no harm from being in a hot or cold environi  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		ortitude negates	1 round	19 minutes	Close (70 ft.)	V, S, M	Yes	Transmutation	phb: p.226
ffect: Causes instant growth of a humanoid creature, doubling it'	's height	and multiplying its w	eight by 8.	his changes the creatures size categor	Target: One humano	oid creature	•	Caster Level: 19	
one.			1 standard			V, S	No	Transmutation	draco: p.107-108
☐☐☐☐ Expeditious Retreat  ffect:			action		Target: You	., 0		Caster Level: 19	arabo: p. roz rob
You increase your base land speed by 30 ft.	N.	lone	1	40 haves [D]	_	V, S, M	No	Universal	
□□□□ Familiar Pocket  ffect:	INC		action	19 hours [D]					splcmp: p,88
Garment or container becomes extradimensional safe have					Target: One contain touched			Caster Level: 19	
□□□□ Feather Fall	(h		1 free action	Until landing or 19 rounds	Close (70 ft.)	V	Yes (object)	Transmutation	phb: p.229
ffect: The affected creatures or objects fall slowly, though faste			Footbor foll	instantly shanges the rate at which the	Target: 19 Medium of	or smaller fi	reefalling objects or	Caster Level: 19	
The affected creatures of objects fall slowly, though faste rgets fall to a mere 60 feet per round, equivalent to the end lell is in effect. However, when the spell duration expires, a	d of a fall	from a few feet, and	the subject			wnich may	be more than 20 ft.		
			1 standard	10 roundo			No	Conjuration	phb: p.237
	21 Se			19 Tourius	Close (70 ft.)	V, S, M			
fect:			action		Target: One object of		quare	(Creation) Caster Level: 19	
Fect: A grease spell covers a solid surface with a layer of slipper offlex save or fall. This save is repeated on your turn each rc	ry grease	e. Any creature in the the creature remains	action area when within the	the spell is cast must make a successfu area.	Target: One object o	or a 10-ft. so		(Creation) Caster Level: 19	
fect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each ro	ry grease	e. Any creature in the t the creature remains lone	action area when	the spell is cast must make a successfu area.	Target: One object o	or a 10-ft. so	No	(Creation) Caster Level: 19 Abjuration	phb: p.241
fect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each round to the fect: This spell magically holds shut a door, gate, window, or	ery grease ound that No shutter o	e. Any creature in the t the creature remains lone of wood, metal, or s	action e area when s within the a 1 standard action tone. The n	the spell is cast must make a successfu area. 19 minutes	Target: One object on the control of	or a 10-ft. so	No	(Creation) Caster Level: 19	phb: p.241
ffect: A grease spell covers a solid surface with a layer of slipper effex asve or fall. This save is repeated on your turn each round to the save of	ery grease ound that No shutter of essful dis	e. Any creature in the t the creature remains one of wood, metal, or s spel magic spell can r	action e area when s within the a 1 standard action tone. The megate a hole	the spell is cast must make a successfu area. 19 minutes	Target: One object of all Medium (290 ft.)  Target: One portal, to e	or a 10-ft. so	No q. ft	(Creation) Caster Level: 19 Abjuration	phb: p.241 draco: p.107-108
ffect: A grease spell covers a solid surface with a layer of slipper effex ave or fall. This save is repeated on your turn each roll—Hold Portal ffect: This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a succeived the succeived of the s	ery grease ound that No shutter o essful dis	e. Any creature in the t the creature remains lone of wood, metal, or si spel magic spell can ri lone	action e area when s within the 1 standard action tone. The r negate a hol 1 hour	the spell is cast must make a successfurea.  19 minutes  agic affects the portal just as if it werd portal spell.  Instantaneous	Target: One object of all Medium (290 ft.)  Target: One portal, the Target: One touched.	or a 10-ft. so V up to 380 so V, S, M/DF	No q. ft	(Creation) Caster Level: 19 Abjuration Caster Level: 19	
fect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each round fect: This spell magically holds shut a door, gate, window, or covered younger and normally locked. A knock spell or a succeing closed and normally locked. A knock spell or a succeing closed and normally locked. The spell determines all magic properties of a single magarges are left [if any].	shutter cessful dis	e. Any creature in the t the creature remains one of wood, metal, or s spel magic spell can r one including how to acti	action e area when s within the a 1 standard action tone. The r negate a hol 1 hour ivate those	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were diportal spell.  Instantaneous  functions [if appropriate], and how many	Target: One object of all Medium (290 ft.)  Target: One portal, the control of th	v V up to 380 so V, S, M/DF	No q. ft	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21	draco: p.107-108
fect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each round fect: This spell magically holds shut a door, gate, window, or scurely closed and normally locked. A knock spell or a successful and the surface of the spell determines all magic properties of a single magarges are left [if any].  Mage Armor	ery grease bund that No shutter of essful dis No gic item, i	e. Any creature in the the creature remains one of wood, metal, or s spel magic spell can r one including how to acti /ill negates	action e area when s within the 1 standard action tone. The r negate a hol 1 hour	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were diportal spell.  Instantaneous  functions [if appropriate], and how many	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched by Touch	V up to 380 se V, S, M/DF d object V, S, F	No q. ft	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force]	
fect: A grease spell covers a solid surface with a layer of slipper effect: A grease spell covers a solid surface with a layer of slipper effect great and a surface with a layer of slipper fect: This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a succeing a surface with the surface with a single magarges are left [if any].  A invisible but tangible field of force surrounds the subject with the surface with the subject with the surface w	shutter cessful dis No (h. )	e. Any creature in the tithe creature remains one of wood, metal, or spell magic spell can none including how to actiful negates harmless)	action  a area when s within the s  1 standard action  tone. The r negate a hol 1 hour sivate those 1 standard action	the spell is cast must make a successfurea.  19 minutes  agic affects the portal just as if it were diportal spell.  Instantaneous  functions [if appropriate], and how many 19 hours  nor bonus to AC.	Target: One object of all Medium (290 ft.)  Medium (290 ft.)  Target: One portal, the Target: One touched to	V  V up to 380 so  V, S, M/DF  d object  V, S, F	No q. ft No	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19	draco: p.107-108 phb: p.249
fect: A grease spell covers a solid surface with a layer of slipper flex save or fall. This save is repeated on your turn each round flex save or fall. This save is repeated on your turn each round flex save or fall. This save is repeated on your turn each round flex. This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a sucception of save flex flex flex flex flex flex flex fle	shutter cessful dis No (h. )	e. Any creature in the tithe creature remains one of wood, metal, or s spel magic spell can r one including how to actifill negates narmless)  ge armor spell, providing	action  a area when s within the s  1 standard action  tone. The r negate a hol 1 hour sivate those 1 standard action	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were portal spell.  Instantaneous  functions [if appropriate], and how many  19 hours	Target: One object of all Medium (290 ft.)  Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched by  Touch  Target: Creature tou  Medium (290 ft.)	V Up to 380 si V, S, M/DF d object V, S, F ched V, S	No q, ft No No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Evocation [Force]	draco: p.107-108 phb: p.249
fect: A grease spell covers a solid surface with a layer of slipper filex save or fall. This save is repeated on your turn each round for the fect: This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a succeival closed and normally locked. A knock spell or a succeival for the spell determines all magic properties of a single magarges are left [if any].  Mage Armor fect: An invisible but tangible field of force surrounds the subject  Magic Missile fect: A missile of magical energy darts forth from your fingertip a	shutter cessful dis No (h. )  21 W (h. )  t of a magand strike:	e. Any creature in the tithe creature remains one of wood, metal, or s spel magic spell can rione including how to activitil negates narmless) ge armor spell, providone es its target, dealing 1	action area when s within the a 1 standard action tone. The r negate a hoi 1 hour sivate those 1 standard action ding a +4 arr 1 standard action d4+1 points	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were don't a spell.  Instantaneous  functions [if appropriate], and how many  19 hours  nor bonus to AC.  Instantaneous  of force damage. 5 missiles.	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch Target: One touched y  Touch Target: Creature tou Medium (290 ft.)  Target: Up to five comore than 15 ft. apa	V up to 380 si V, S, M/DF d object V, S, F ched V, S eatures, no	No Q. ft No No Yes two of which can be	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19	draco: p.107-108  phb: p.249  phb: p.251
fect: A grease spell covers a solid surface with a layer of slipper iffex save or fall. This save is repeated on your turn each round iffex save or fall. This save is repeated on your turn each round iffex save or fall. This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a successful of the spell determines all magic properties of a single magarges are left [if any].	shutter cessful dis No (h. )  21 W (h. )  t of a magand strike:	e. Any creature in the tithe creature remains one of wood, metal, or s spel magic spell can rione including how to activitil negates narmless) ge armor spell, providone es its target, dealing 1	action area when s within the a 1 standard action tone. The r negate a hoi 1 hour sivate those 1 standard action ding a +4 arr 1 standard action d4+1 points	the spell is cast must make a successfurea.  19 minutes  nagic affects the portal just as if it were d portal spell.  Instantaneous  functions [if appropriate], and how many 19 hours  nor bonus to AC.  Instantaneous	Target: One object of all Medium (290 ft.)  Target: One portal, or election of the control of th	V up to 380 si V, S, M/DF d object V, S, F iched V, S eatures, no	No q, ft No No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration (Summoning)	draco: p.107-108 phb: p.249
Fect: A grease spell covers a solid surface with a layer of slipper effect: A grease spell covers a solid surface with a layer of slipper effect: Fect: This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a succe curely closed and normally locked. A knock spell or a succe layer of the spell determines all magic properties of a single magares are left [if any].  A missible but tangible field of force surrounds the subject magares are left of the spell determines all magic from the subject magares.  Fect: A missible of magical energy darts forth from your fingertip a might fect: You summon a light horse or a pony [your choice] to serve	shutter cessful dissipation No.  21 W (h.  t of a mag No.	e. Any creature in the tithe creature remains one of wood, metal, or spell magic spell can none including how to activiting a carriers. (ii) negates armiless) ge armor spell, providone es its target, dealing 1 one	action a area when a within the : 1 standard action tone. The r negate a hol 1 hour ivate those 1 standard action ding a +4 ar 1 1 standard action d4+1 points 1 round	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were don't portal spell.  Instantaneous  functions [if appropriate], and how many  19 hours  nor bonus to AC.  Instantaneous  of force damage. 5 missiles.  38 hours	Target: One object of all Medium (290 ft.)  Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched by  Touch  Target: Creature tou  Medium (290 ft.)  Target: Up to five or more than 15 ft. apa Close (70 ft.)  Target: One mount	V up to 380 si V, S, M/DF d object V, S, F ched V, S eatures, no	No Q. ft No No Yes two of which can be	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration	draco: p.107-108  phb: p.249  phb: p.251
ffect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each roll———————————————————————————————————	shutter cessful dis No (h. )  shutter cessful dis No (h. )  21 W (h. )  t of a mag No (h. )  and strike: No ee you as a	e. Any creature in the the creature remains one of wood, metal, or s spel magic spell can r one including how to actiful negates narmless) ge armor spell, providone es its target, dealing 1 one a mount. The steed s	action a rea when a within the a swithin the	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were don't portal spell.  Instantaneous  functions [if appropriate], and how many  19 hours  nor bonus to AC.  Instantaneous  of force damage. 5 missiles.  38 hours	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched or one of the object of the obj	V up to 380 si V, S, M/DF d object V, S, F iched V, S eatures, no rt V, S, M	No Q. ft No No Yes two of which can be	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration (Summoning)	draco: p.107-108  phb: p.249  phb: p.251
**Fect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each rollers as you or fall. This save is repeated on your turn each rollers are repeated on your turn each rollers are repeated on your turn each rollers. This spell magically holds shut a door, gate, window, or curely closed and normally locked. A knock spell or a succeiver locked and normally locked. A knock spell or a succeive locked and normally locked. A knock spell or a succeive locked and normally locked. A knock spell or a succeive locked and normally locked. A knock spell or a single magarges are left [if any].  **Mage Armor**  **Fect: **Mount**  **Fect: **You summon a light horse or a pony [your choice] to serve a bridle and a riding saddle.  **Journal of the same of the same is a pony [your choice] to serve a bridle and a riding saddle.  **Journal of the same or same is a pony [your choice] to serve a bridle and a riding saddle.  **Journal of the same or same is a pony [your choice] to serve a bridle and a riding saddle.	shutter cessful dis No (h)	e. Any creature in the the creature remains one of wood, metal, or s spel magic spell can roone including how to activill negates armless)  ge armor spell, providone es its target, dealing 1 one a mount. The steed sortitude negates	action a rea when a within the a swithin the s	the spell is cast must make a successfurea.  19 minutes  hagic affects the portal just as if it were d portal spell.  Instantaneous  functions [if appropriate], and how many 19 hours  hor bonus to AC.  Instantaneous  of force damage. 5 missiles.  38 hours  gly and well. The mount comes with a bi 19 minutes	Target: One object of all Medium (290 ft.)  Target: One portal, the electric of the control of t	V up to 380 si V, S, M/DF d object V, S, F ched V, S eached Eached V, S eached	No Q. ft  No No Yes two of which can be No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration (Summoning) Caster Level: 19	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256
**Tect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each rollers as you or fall. This save is repeated on your turn each rollers as you or fall. This save is repeated on your turn each rollers as you or fall. This spell magically holds shut a door, gate, window, or courely closed and normally locked. A knock spell or a succe your or fall of the spell determines all magic properties of a single magnages are left [if any].  **The spell determines all magic properties of a single magnages are left [if any].  **Mage Armor fact: An invisible but tangible field of force surrounds the subject fact: A missible of magical energy darts forth from your fingertip a handle fact: You summon a light horse or a pony [your choice] to serve a bridle and a riding saddle.  **You summon a light horse or a pony [your choice] to serve a bridle and a riding saddle.  **This spell causes instant diminution of a humanoid creatur ranges the creatures size category to the next smaller one.	shutter cessful disk shutter cessful disk No gic item, i 21 W (h t of a mag No and strike No 22 Pour as a 21 Fo re, halving.	e. Any creature in the tithe creature remains one of wood, metal, or signed magic spell can rione including how to activitil negates narmless) ge armor spell, providone as its target, dealing 1 one a mount. The steed significant rione ortitude negates ortitude negates org its height, length, a get gains a +2 size b	action a rea when a within the a swithin the s	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were d portal spell.  Instantaneous  functions [if appropriate], and how many 19 hours  nor bonus to AC.  Instantaneous  of force damage. 5 missiles.  38 hours  gly and well. The mount comes with a bi 19 minutes  d dividing its weight by 8. This decrease	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched of the control	V up to 380 si V, S, M/DF d object V, S, F ched V, S eached Eached V, S eached	No Q. ft  No No Yes two of which can be No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Transmutation	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256
Iffect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each roll—I—I—I—I—I—I—I—I—I—I—I—I—I—I—I—I—I—I—	shutter or	e. Any creature in the tithe creature remains one of wood, metal, or s spel magic spell can r fone including how to actifyill negates harmless) ge armor spell, providone as its target, dealing 1 fone a mount. The steed s	action area when s within the is stiff the instance action area when s within the is stiff the instance action action action tone. The registe a hol hour swate those 1 standard action ding a +4 are 1 standard action d4+1 points 1 round serves willin 1 round and width are and width	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were d portal spell.  Instantaneous  functions [if appropriate], and how many 19 hours  nor bonus to AC.  Instantaneous  of force damage. 5 missiles.  38 hours  gly and well. The mount comes with a bi 19 minutes  d dividing its weight by 8. This decrease	Target: One object of all Medium (290 ft.)  Target: One portal, or e  Touch Target: One touched or or one of the original origin	V up to 380 si V, S, M/DF d object V, S, F ched V, S eached Eached V, S eached	No Q. ft  No No Yes two of which can be No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Caster Level: 19 Conjuration (Summoning) Caster Level: 19 Transmutation Caster Level: 19	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256
**Rect:* A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each roll———————————————————————————————————	shutter or	e. Any creature in the the creature remains one of wood, metal, or s spel magic spell can r one including how to acti //ill negates narmless) ge armor spell, provicione es its target, dealing 1 one a mount. The steed s ortitude negates ug its height, length, a get gains a +2 size b ed size.	action area when s within the is stiff the instance action area when s within the is stiff the instance action action action tone. The registe a hol hour swate those 1 standard action ding a +4 are 1 standard action d4+1 points 1 round serves willin 1 round and width are and width	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were d portal spell. Instantaneous  functions [if appropriate], and how many 19 hours  nor bonus to AC. Instantaneous  of force damage. 5 missiles. 38 hours  gly and well. The mount comes with a bi 19 minutes  d dividing its weight by 8. This decrease teerity, a -2 size penalty to Strength (to a	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch  Target: One touched of the control	V up to 380 si V, S, M/DF d object V, S, F iched V, S eatures, no rt V, S, M V, S, M V, S, M V, S, M	No Q. ft  No No Yes two of which can be No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Conjuration (Summoning) Caster Level: 19 Transmutation Caster Level: 19 Enchantment (Compulsion) [Mind-Affecting]	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256  phb: p.269
ffect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each roll—I hold Portal  ffect: This spell magically holds shut a door, gate, window, or accurely closed and normally locked. A knock spell or a succeiver lossed and normally locked. A knock spell or a succeiver lossed in the spell determines all magic properties of a single magnarges are left [if any].  Mage Armor  ffect: An invisible but tangible field of force surrounds the subject and invisible but tangible field of force surrounds the subject and invisible of magical energy darts forth from your fingertip and mount ffect: A missile of magical energy darts forth from your fingertip and hount ffect: You summon a light horse or a pony [your choice] to serve and bridle and a riding saddle.  Magic Person  ffect: This spell causes instant diminution of a humanoid creature anges the creatures size category to the next smaller one. Inimum of 1], and a +1 bonus on attack rolls and AC due to a long and according to the server of the	shutter or shutter or sessful dissipation of the sessful dissipation of the shutter of the shutt	e. Any creature in the tithe creature remains one  of wood, metal, or signed magic spell can roone  including how to activitil negates narmless)  ge armor spell, providone  as its target, dealing 1 one  a mount. The steed signed in the steed signer is a +2 size by get gains a +2 size by fill negates  creatures.	action a rea when a within the it standard action tone. The regate a hol 1 hour ivate those 1 standard action duction 1 standard action duction ductio	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were d portal spell. Instantaneous functions [if appropriate], and how many 19 hours  nor bonus to AC. Instantaneous  of force damage. 5 missiles. 38 hours  gly and well. The mount comes with a bi 19 minutes  d dividing its weight by 8. This decrease terity, a -2 size penalty to Strength [to a)  19 minutes	Target: One object of all Medium (290 ft.)  Target: One portal, to e  Touch Target: One touched y  Touch Target: Creature tou Medium (290 ft.)  Target: Up to five or more than 15 ft. apa Close (70 ft.)  Target: One mount it  Close (70 ft.)  Target: One humande a  Medium (290 ft.)	V up to 380 so V, S, M/DF d object V, S, F iched V, S eatures, no rt V, S, M V, S, M V, S, M V, S, M I living crea	No Q, ft No No Yes two of which can be No Yes Yes tures within a 10-ft.	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Conjuration (Summoning) Caster Level: 19 Transmutation Caster Level: 19 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 19	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256  phb: p.269  phb: p.280
ffect: A grease spell covers a solid surface with a layer of slipper effex save or fall. This save is repeated on your turn each roll—I hold Portal  ffect: This spell magically holds shut a door, gate, window, or securely closed and normally locked. A knock spell or a succeiver locked by the spell determines all magic properties of a single magnarges are left [if any].  Mage Armor  ffect: An invisible but tangible field of force surrounds the subject had invisible but tangible field of force surrounds the subject had invisible of magical energy darts forth from your fingertip a hour ffect: A missile of magical energy darts forth from your fingertip a hour hour ffect: You summon a light horse or a pony [your choice] to serve and bridle and a riding saddle.  Meduce Person  ffect: This spell causes instant diminution of a humanoid creatur langes the creatures size category to the next smaller one. Inimum of 1], and a +1 bonus on attack rolls and AC due to inimum of 1], and a +1 bonus on attack rolls and AC due to Sleep spell causes a magical slumber to come upon 4 Hit	ry grease very greater to the total shutter of the	e. Any creature in the tithe creature remains one of wood, metal, or signed magic spell can none including how to activitil negates narmless)  ge armor spell, providone as its target, dealing 1 one a mount. The steed sortitude negates ortitude negates its height, length, a get gains a +2 size bed size.  Vill negates creatures.	action area when s within the is stiff the instance action area when s within the is stiff the instance action action action tone. The registe a hol hour swate those 1 standard action ding a +4 are 1 standard action d4+1 points 1 round serves willin 1 round and width are and width	the spell is cast must make a successfurea.  19 minutes  lagic affects the portal just as if it were d portal spell. Instantaneous functions [if appropriate], and how many 19 hours  nor bonus to AC. Instantaneous  of force damage. 5 missiles. 38 hours  gly and well. The mount comes with a bi 19 minutes  d dividing its weight by 8. This decrease terity, a -2 size penalty to Strength [to a)  19 minutes	Target: One object of all Medium (290 ft.)  Target: One portal, the electric of the control of t	V up to 380 si V, S, M/DF d object V, S, F iched V, S eatures, no rt V, S, M V, S, M V, S, M V, S, M	No Q. ft  No No Yes two of which can be No Yes	(Creation) Caster Level: 19 Abjuration Caster Level: 19 Divination Caster Level: 21 Conjuration (Creation) [Force] Caster Level: 19 Evocation [Force] Conjuration (Summoning) Caster Level: 19 Transmutation Caster Level: 19 Enchantment (Compulsion) [Mind-Affecting]	draco: p.107-108  phb: p.249  phb: p.251  phb: p.256  phb: p.269  phb: p.280

# Wizard Spells LEVEL 2

			LE VEL Z					
			Duration 190 minutes			Spell Resistance No	School Transmutation	Source
		action	190 minutes		ν, σ	INO		phb: p.197
	n, up to 5HD.			Target: You			Caster Level: 19	
22		1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
		4011011		Target: Creature tou	ched		Caster Level: 19	
		1 action	19 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.100
	(harmless)			Target: Creature tou	ched		Caster Level: 19	
00	NACH	<b>4</b>	10	· ·		V (1		.11 . 000
			19 minutes	Touch	V	Yes (harmless)	Illusion (Glamer)	phb: p.206
. Attac	ks miss subject 20% of	the time.		Target: Creature tou	ched		Caster Level: 19	
22	Will negates	1 standard	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
	(namiess)	action		Target: Creature tou	ched		Caster Level: 19	
22	Will negates	1 standard	19 minutes	Touch	V. S. M	Yes	Transmutation	draco: p.107-108
				· ·				
			Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213
om an	object that you touch			Target: Object touch	ed Magical	, heatless flame	Caster Level: 19	
	None		190 minutes	Touch	V, M/DF	No	Evocation	phb: p.216
		action		Taraet: Object touch	ed			
		1 standard	19 hours			Vas (harmlass)		phb: p.216
			10 Hours			ros (namiless)		prio. p.210
				Target: Creature tou	ched		Caster Level: 19	
			Concentration, up to 21 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	phb: p.220
		_0.011		Target: Cone-shape	d emanatio	n	Caster Level: 21	
		1 standard	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225
		action						
		1 otcaria	10 minutos	-		Voo		phb: p 222
			19 minutes			res		phb: p.233
nt bon	us to Intelligence].			Target: Creature tou	ched		Caster Level: 19	
22	Will negates (blinding		19 rounds	Medium (290 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.236
					nd objects v	vithin 10-ft. radius	Caster Level: 19	
ered by	the dust, which canno	t be remove	d and continues to sparkle until it fades.	•				
			19 minutes	Personal or touch	V, S, M/DF		Illusion (Glamer)	draco: p.107-108
	negates (harmless,					(		
					ature or obj	ect weighing no more	Caster Level: 19	
	None	1 standard	21 minutes	Long (1240 ft.)	V. S. F/DF	No	Divination	draco: p.107-108
lized o	bject. The spell locate	s such obj	ects as apparel, jewelry, furniture, tools		rea on you.	with a radius of 1240	Caster Level: 21	
22	Will negates (object)	1 standard	Permanent until discharged	Close (70 ft.)	V, S, M	Yes (object)	Illusion (Glamer)	phb: p.251
nchan	ted mouth that sudder	ly appears	and speaks its message the next time a		or object		Casici Level: 19	
	None	1 standard	7 rounds	Long (1160 ft.)	V, S, M, F	No	Conjuration	phb: p.253
		action					(Creation) [Acid]	
Is to its	s target. You must succ	eed on a ra	inged touch attack to hit your target. The		dulu		Gaster Level. 19	
22			Concentration +2 rounds	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.254
		action		,			, ,	
				10-ft. cubes [S]		,		-bb 054
			19 minutes	rersonal; see text	v, 5	ONI	illusion (Figment)	pnb: p.254
it diffic	ult for enemies to know	which tare	et to attack. The figments stay near you	Target: You			Caster Level: 19	
							T	phb: p.259
	Will pogetee	1 stonder	10 minutes	Touch	V S M/DE			
22		1 standard action	19 minutes		V, S, M/DF	Yes	Transmutation	p.10. p.200
22	(harmless)	action	19 minutes  ding the usual benefit to Wisdom-related	Target: Creature tou		Yes	Caster Level: 19	p.10. p.200
22 a +4 e	(harmless) enhancement bonus to	action Wisdom, ac	ding the usual benefit to Wisdom-related	Target: Creature tou	ched		Caster Level: 19	
22 a +4 e	(harmless) enhancement bonus to None	action	ding the usual benefit to Wisdom-related	Target: Creature tou	ched V, S, M	No	Caster Level: 19 Transmutation	phb: p.273
22 a +4 e	(harmless) enhancement bonus to None	action Wisdom, ac 1 standard action	ding the usual benefit to Wisdom-related	Target: Creature tou	ched V, S, M		Caster Level: 19	
22 a +4 e	(harmless) enhancement bonus to None et long, one end of the	action Wisdom, ac 1 standard action rope rises	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hangs	Target: Creature toud  Touch  Target: One touched	ched V, S, M I piece of ro	No ope from 5 ft. to 30 ft.	Caster Level: 19 Transmutation Caster Level: 19	phb: p.273
22 a +4 e	(harmless) enhancement bonus to None et long, one end of the None	action Wisdom, ac 1 standard action rope rises	ding the usual benefit to Wisdom-related	Target: Creature toud  Touch Target: One touched slong Close (70 ft.)	ched V, S, M I piece of ro	No	Caster Level: 19  Transmutation Caster Level: 19  Evocation [Fire]	
22 a +4 e	(harmless) enhancement bonus to None et long, one end of the None	action Wisdom, ac 1 standard action rope rises 1 standard action	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hangs	Target: Creature toud  Touch  Target: One touched slong  Close (70 ft.)  Target: One or more	ched V, S, M I piece of ro	No ope from 5 ft. to 30 ft.	Caster Level: 19 Transmutation Caster Level: 19	phb: p.273
22 a +4 e 30 fee ays. Ea	(harmless) enhancement bonus to None  tt long, one end of the None  ach ray requires a ran	action Wisdom, action 1 standard action rope rises 1 standard action ged touch a	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous tttack to hit and deals 4d6 points of fire	Target: Creature toud Touch Target: One touched slong Close (70 ft.) Target: One or more	ched V, S, M I piece of ro V, S	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19	phb: p.273
22 a +4 e 30 fee ays. Ea	(harmless) enhancement bonus to None It long, one end of the None ach ray requires a ran None	action Wisdom, action 1 standard action rope rises 1 standard action ged touch a	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous	Target: Creature tous  Touch Target: One touched slong Close (70 ft.) Target: One or more	ched V, S, M I piece of ro V, S	No ope from 5 ft. to 30 ft.	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Divination	phb: p.273
22 a +4 e 30 fee ays. Ea	(harmless) enhancement bonus to None et long, one end of the None ach ray requires a ran None	action Wisdom, ac 1 standard action rope rises 1 standard action ged touch a 1 standard action	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous tttack to hit and deals 4d6 points of fire	Target: Creature toud Touch Target: One touched slong Close (70 ft.) Target: One or more a Personal Target: You	ched V, S, M I piece of ro V, S	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19	phb: p.273
a +4 e 30 fee	(harmless) enhancement bonus to None et long, one end of the None ach ray requires a ran None range of vision, as we	action Wisdom, ac  1 standard action rope rises  1 standard action ged touch a  1 standard action	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous attack to hit and deals 4d6 points of fire 210 minutes at are ethereal, as if they were normally	Target: Creature toud Touch Target: One touched slong Close (70 ft.) Target: One or more Personal Target: You	ched  V, S, M  I piece of ro  V, S  rays  V, S, M	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Divination Caster Level: 21	phb: p.273 phb: p.274 phb: p.275
22 a +4 e 30 fee ays. Ea n your	(harmless) enhancement bonus to None It long, one end of the None ach ray requires a ran None range of vision, as we Will negates	action Wisdom, ac  1 standard action rope rises  1 standard action ged touch a  1 standard action	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous attack to hit and deals 4d6 points of fire 210 minutes	Target: Creature tous Touch Target: One touched slong Close (70 ft.) Target: One or more Personal Target: You Touch	ched  V, S, M  I piece of ro  V, S  rays  V, S, M	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Divination Caster Level: 21 Transmutation	phb: p.273
a +4 e 30 fee	(harmless) enhancement bonus to None It long, one end of the None ach ray requires a ran None range of vision, as we Will negates (harmless) verse ceilings as well a	action Wisdom, ac  1 standard action rope rises  1 standard action ged touch a  1 standard action action all as any th  1 standard action s a spider of	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous attack to hit and deals 4d6 points of fire 210 minutes at are ethereal, as if they were normally 190 minutes oes. The affected creature must have its	Target: Creature tous Touch Target: One touched slong Close (70 ft.) Target: One or more Personal Target: You Touch Target: Creature tous	ched  V, S, M  I piece of ro  V, S  rays  V, S, M	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Divination Caster Level: 21	phb: p.273 phb: p.274 phb: p.275
a +4 e 30 fee	(harmless) enhancement bonus to None It long, one end of the None ach ray requires a ran None range of vision, as we Will negates (harmless) verse ceilings as well a	action Wisdom, ac  1 standard action rope rises  1 standard action ged touch a  1 standard action action all as any th  1 standard action s a spider of	ding the usual benefit to Wisdom-related 19 hours into the air until the whole rope hange Instantaneous attack to hit and deals 4d6 points of fire 210 minutes at are ethereal, as if they were normally	Target: Creature tous Touch Target: One touched slong Close (70 ft.) Target: One or more Personal Target: You Touch Target: Creature tous	ched  V, S, M  I piece of ro  V, S  rays  V, S, M	No ope from 5 ft. to 30 ft. Yes	Caster Level: 19 Transmutation Caster Level: 19 Evocation [Fire] Caster Level: 19 Divination Caster Level: 21 Transmutation	phb: p.273 phb: p.274 phb: p.275
in the second se	22 22 22 22 22 24 25 26 27 27 28 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	ment bonus to Constitution].  22 Will negates (harmless)  23 Will negates (harmless)  24 Attacks miss subject 20% of Will negates (harmless)  25 Will negates (harmless)  26 Will negates (harmless)  27 Will negates (harmless)  28 Will negates (harmless)  29 Will negates (harmless)  20 Will negates (harmless)  21 Will negates (harmless)  22 Will negates (harmless)  23 Will negates (harmless)  24 Will negates (harmless)  25 Will negates (harmless)  26 Will negates (harmless)  27 Will negates (harmless)  28 Will negates (harmless)  29 Will negates (harmless)  20 Will negates (binding only)  20 In the area, causing creatured by the dust, which cannous (harmless) or Will negates (harmless, object)  26 Will negates (harmless, object)  27 Will negates (object)  28 Will negates (object)  29 Will negates (object)  20 Will negates (object)  21 Will negates (object)  22 Will negates (object)  23 Will negates (object)  24 Will negates (object)  25 Will negates (object)  26 Will negates (object)  27 Will negates (object)  28 Will negates (object)  29 Will negates (object)  20 Will negates (object)  20 Will negates (object)  21 Will negates (object)  22 Will negates (object)  23 Will negates (object)  24 Will negates (object)  25 Will negates (object)	ment bonus to Constitution].  22 Will negates (harmless)  23 Will negates 1 standard action  24 Attacks miss subject 20% of the time.  25 Will negates 1 standard action  26 Will negates 1 standard action  27 Will negates 1 standard action  28 Will negates 1 standard action  29 Will negates 1 standard action  20 Will negates 1 standard action  20 Will negates 1 standard action  21 Will negates 1 standard action  22 Will negates 1 standard action  23 Will negates 1 standard action  24 Will negates 1 standard action  25 Will negates 1 standard action  26 Will negates 1 standard action  27 Will negates 1 standard action  28 Will negates 1 standard action  29 Will negates 1 standard action  20 Will negates 1 standard action  21 Will negates 1 standard action  22 Will negates 1 standard action  23 Will negates 1 standard action  24 Will negates 1 standard action  25 Will negates (blinding 1 standard action  26 Will negates (blinding 1 standard action  27 Will negates (blinding 1 standard action  28 Will negates (blinding 1 standard action  29 Will negates (blinding 1 standard action  20 Will negates (blinding 1 standard action  21 Will negates (blinding 1 standard action  22 Will negates (blinding 1 standard action  23 Will negates (blinding 1 standard action  24 Will negates (blinding 1 standard action  25 Will negates (blinding 1 standard action  26 Will negates (blinding 1 standard action  27 Will negates (blinding 1 standard action  28 Will negates (blinding 1 standard action  29 Will negates (blinding 1 standard action  20 Will negates (blinding 1 standard action  21 standard action  22 Will negates (blinding 1 standard action	ment bonus to Constitution].  22 Will negates (harmless)  22 Will negates (harmless)  23 Attacks miss subject 20% of the time.  24 Will negates (harmless)  25 Will negates (harmless)  26 Attacks miss subject 20% of the time.  27 Will negates (harmless)  28 Will negates (harmless)  29 Will negates (harmless)  20 Will negates (harmless)  20 Will negates (harmless)  20 Will negates (harmless)  21 Standard 19 minutes (harmless)  22 Will negates (harmless)  23 Will negates (harmless)  24 Will negates (harmless)  25 Will negates (harmless)  26 Will negates (harmless)  27 Will negates (harmless)  28 Will negates (harmless)  29 Will negates (harmless)  20 Will negates (harmless)  20 Will negates (harmless)  21 Standard 19 minutes (harmless)  22 Will negates (harmless)  23 Will negates (harmless)  24 Will negates (harmless)  25 Will negates (harmless)  26 Will negates (harmless)  27 Will negates (harmless)  28 Will negates (harmless)  29 Will negates (harmless)  20 Will negates (harmless)  20 Will negates (harmless)  21 Standard 19 minutes (harmless)  22 Will negates (harmless)  23 Will negates (harmless)  24 Will negates (harmless, object)  25 Will negates (harmless, object)  26 I standard 21 minutes  27 Will negates (harmless, object)  28 Will negates (harmless, object)  29 Will negates (harmless, object)  20 Will negates (harmless, object)  21 Standard 21 minutes  22 Will negates (harmless, object)  22 Will negates (harmless, object)  23 Will negates (harmless, object)  24 Will negates (harmless, object)  25 Will negates (harmless, object)  26 Will negates (harmless, object)  27 Will negates (harmless, object)  28 Will negates (harmless, object)  29 Will negates (harmless, object)  30 I standard 21 minutes  31 Standard 21 minutes  32 Will negates (harmless, object)  33 Standard 21 minutes  34 Standard 21 minutes  35 Attributes market with objects as apparel, jewelry, furniture, tools  35 Lot its target. You must succeed on a ranged touch attack to hit your target. The object with objects action  35 Lot its target. Yo	ment bonus to Constitution].  22 Will negates (harmless) 1 standard 19 minutes Touch (harmless) 1 standard 19 minutes 1 Touch 1 Standard 19 minutes 1 Touch 1 Standard 19 minutes 1 Touch 1 Standard 190 minutes 1 Touch 1 Standard 19 minutes 1 Touch 1 Standard 19 minutes 1 Standard 19	ment borus to Constitution].    Will negates (harmless)	Note   Note	Part   Part

## Wizard Spells LEVEL 3

	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ *Analyze Portal	23	See text	1 minute	Concentration, up to 21 rounds [D]		V, S, M	No	Divination	splcmp: p,10
Effect: Find a nearby portal and discover its properties.					Target: Cone-shape extreme of the range		n from you to the	Caster Level: 21	
□□□□ Antidragon Aura	23	Will negates		19 minutes	Close (70 ft.)	V, S, M,	Yes (harmless)	Abjuration	draco: p.109
Effect:		(harmless)	action		Target: 9 creatures	DF no two of v	which can be more than	Caster Level: 19	
All targets gain a 5 luck bonus to Armor Class and	on sav	ring throws against the	attacks, sp	pells, and special attacks [extraordinary			mon dan be mere aran	Guotor 2070:: 10	
supernatural, and spell-like] of dragons.		None	1 standard	19 rounds	Personal	V, S	No	Transmutation	phb: p.206
			action		T V.			0	
Effect: Like a Blink Dog you 'blink' back and forth between the N	1aterial	Plane and the Ethereal	Plane.		Target: You			Caster Level: 19	
□□□□ *Clairaudience/Clairvoyance		None	10 minutes	21 minutes	Long (1240 ft.)	V, S, F/DF	No	Divination	draco: p.107-108
Effect:					Target: Magical sen	sor		(Scrying) Caster Level: 21	
Creates an invisible magical senseor at a specific locatio	n that e						NI-	A b	d 407 400
□□□□□Dispel Magic		None	action	Instantaneous	Medium (290 ft.)	V, S	No	Abjuration	draco: p.107-108
Effect: Cancels magical spells and effects.					Target: One spellca radius burst	ster, creatu	re, or object; or 20-ft.	Caster Level: 19	
DDDD Explosive Runes	23	See text		Permanent until discharged	Touch	V, S	Yes	Abjuration [Force]	phb: p.228
Effect:			action		Target: One touche	d object we	ighing no more than 10	Contact oval: 10	
You inscribe runes that detonate when read and deal 6de	6 dama				lb.	a object we	igning no more man ro	Caster Level. 19	
□□□□□ False Gravity	23	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,87
Effect:		(Harriness)	action		Target: Creature tou	ıched		Caster Level: 19	
Travel on a solid surface as if that surface had its own gr	avity. 23	Reflex half	1 etandard	Instantaneous	Long (1160 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
□□□□□ Fireball	23	Ivellex Itali	action	instantaneous	Long (1100 It.)	v, o, ivi	165	Lvocation [rile]	prib. p.231
Effect: A fireball spell is an explosion of flame that detonates wi	th a low	v roar and deals 10d6 n	oints of fire	damage to every creature within the area	Target: 20-ft. radius	spread		Caster Level: 19	
Unattended objects also take this damage. The explosion of	reates	almost no pressure.				V 6 ==		<b>T</b>	.11 . 000
DDDD Fly	23	Will negates (harmless)	1 standard action	19 minutes	Touch	v, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
Effect:				modium or hoses lead to control	Target: Creature tou	uched		Caster Level: 19	
subject can fly at a speed of 60 feet [or 40 feet if it wear half speed and descend at double speed, and its maneuve			ii it carries a	medium or neavy loadj. It can ascend a	11				
□□□□□ Gaseous Form		None	1 standard	38 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
Effect:			autiUH		Target: Willing corpo	oreal creatu	ire touched	Caster Level: 19	
The subject and all its gear become insubstantial, misty,		nslucent. Will negates	1 standard	10 hours		V, S	No	Conjuration	splemp: p. 136
Greater Mage Armor	23	(harmless)	action	10 HOUIS			140	(Creation) [Force]	splcmp: p,136
Effect: Gives subject +6 armor bonus.					Target: Creature too	ıched		Caster Level: 19	
Haste	23	Fortitude negates	1 standard	19 rounds	Close (70 ft.)	V, S, M	Yes (harmless)	Transmutation	phb: p.239
Effect:		(harmless)	action		Target: 19 creatures	no two of	which can be more	Caster Level: 19	
The transmuted creatures move and act more quickly the	an nor	mal. This extra speed h	as several	effects. +1 on attack rolls, AC, and Refle		s, no two or	Willett call be more	Caster Level. 19	
saves.  Hold Person	23	Will negates; see text	1 standard	19 rounds: see text	Medium (290 ft.)	V, S, F/DF	Yes	Enchantment	phb: p.241
IIIIII Hold Pelsoli	20	vviii riegates, see text	action	10 rounds, see text	wicdidiii (230 it.)	v, o, i /bi	103	(Compulsion)	pno. p.241
Effect:					Target: One human	oid creature	<u>.</u>	[Mind-Affecting] Caster Level: 19	
The subject humanoid becomes paralyzed and freezes in			es normally l	out cannot take any actions, even speech		ora oracare		Guoto, 2070;. 10	
Each round on its turn, the subject may attempt a new savi	23	Will negates	1 standard	19 minutes	Personal or touch	V, S, M	Yes (harmless) or Yes	Illusion (Glamer)	phb: p.245
adda inviolently opinore		(harmless) or Will negates (harmless,	action				(harmless, object)		
		object)							
Effect: This spell functions like invisibility, except that this spell	oonforo	invisibility upon all crea	atures within	10 feet of the recipient. The center of th		emanation	around the creature or	Caster Level: 19	
				TO TOOL OF UTO TOOIPIONE. THO CONTOL OF UT					
effect is mobile with the recipient.					·				
	23	Reflex half		Instantaneous	·	V, S, M	Yes	Evocation [Electricity]	phb: p.248
effect is mobile with the recipient.  Lightning Bolt  Effect:	23	Reflex half	action		120 ft.  Target: 120-ft. line	V, S, M	Yes	Evocation [Electricity] Caster Level: 19	phb: p.248
effect is mobile with the recipient.  Lightning Bolt	23	Reflex half	action		120 ft.  Target: 120-ft. line	V, S, M	Yes	[Electricity]	phb: p.248
effect is mobile with the recipient.  Carrier Lightning Bolt  Effect:  You release a powerful stroke of electrical energy that	23	Reflex half  10d6 points of electrici  Will negates	action  ty damage to 1 standard		120 ft.  Target: 120-ft. line		Yes F No; see text	[Electricity]	
effect is mobile with the recipient.	23 deals	Reflex half  10d6 points of electrici  Will negates (harmless)	action  ty damage to the standard action	o each creature within its area. The bo	120 ft.  Target: 120-ft. line lit  Touch  Target: 10-ft. radius	V, S, M/DF		[Electricity] Caster Level: 19 Abjuration [Lawful]	
effect is mobile with the recipient.	23 deals	Reflex half  10d6 points of electrici  Will negates (harmless)	action  ty damage to the standard action	o each creature within its area. The bo	120 ft.  Target: 120-ft. line lit  Touch  Target: 10-ft. radius	V, S, M/DF	No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful]	
effect is mobile with the recipient.	23 deals	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates	action  ty damage to  1 standard  action  o nonlawful  1 standard	o each creature within its area. The bo	120 ft.  Target: 120-ft. line lit  Touch  Target: 10-ft. radius	V, S, M/DF emanation	No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful]	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection fr	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n	action  ty damage to  1 standard  action o nonlawful	o each creature within its area. The both 190 minutes summoned creatures can enter the are	120 ft.  Target: 120-ft. line lit  Touch  Target: 10-ft. radius a	V, S, M/DF emanation V, S, M/DF	No; see text from touched creature No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good]	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection fr 23 on from	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (harmless)  evil spell, and no nong	action  1 standard action  o nonlawful  1 standard action  o standard action  ood summon	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes and creatures can enter the area either.	120 ft.  Target: 120-ft. line It Touch  Target: 10-ft. radius a Touch  Target: 10-ft. radius	V, S, M/DF emanation V, S, M/DF emanation	*No; see text from touched creature *No; see text from touched creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (harmless)	action  1 standard action  o nonlawful  1 standard action  o standard action  ood summon	o each creature within its area. The bo 190 minutes summoned creatures can enter the are 190 minutes	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius	V, S, M/DF emanation V, S, M/DF emanation	No; see text from touched creature No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good]	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates (harmless)  evil spell, and no nong  Will negates (harmless)	action ty damage if 1 standard action o nonlawful 1 standard action ood summoi 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes area creatures can enter the area either. 190 minutes	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF	*No; see text from touched creature *No; see text from touched creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil]	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates (harmless)  evil spell, and no nong  Will negates (harmless)	action  ty damage if  1 standard action  o nonlawful  1 standard action  ood summon  1 standard action  evil summon	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes area creatures can enter the area either. 190 minutes	Target: 120-ft. line lift Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation	F No; see text from touched creature F No; see text from touched creature F No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil]	phb: p.249 phb: p.249 phb: p.250
effect is mobile with the recipient.	23 deals 23 ection from 23 on from 23 on from	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (narmless)  evil spell, and no nong  Will negates (harmless)	action  ty damage if  1 standard action  o nonlawful  1 standard action  ood summon  1 standard action  evil summon	to each creature within its area. The both 190 minutes summoned creatures can enter the are 190 minutes and creatures can enter the area either. 190 minutes area either area either.	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF	No; see text from touched creature No; see text from touched creature No; see text from touched creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Evil] Chaotic]	phb: p.249
effect is mobile with the recipient.	23 deals 23 ection fr 23 on from 23 on from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (harmless)  evil spell, and no nong Will negates (harmless)  good spell, and no non  Will negates (harmless)	action ty damage it 1 standard action o nonlawful 1 standard action ood summon 1 standard action sevil summon 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes area creatures can enter the area either. 190 minutes area creatures can enter the area either. 190 minutes	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF	No; see text from touched creature No; see text from touched creature No; see text from touched creature No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration	phb: p.249 phb: p.249 phb: p.250
effect is mobile with the recipient.	23 deals 23 ection fr 23 on from 23 on from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates (harmless)  evil spell, and no nong Will negates (harmless)  good spell, and no non Will negates (harmless)	action ty damage it 1 standard action o nonlawful 1 standard action 1 standard action 1 standard action 1 standard action haotic summ 1 standard	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes area creatures can enter the area either. 190 minutes area creatures can enter the area either. 190 minutes	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF	No; see text from touched creature No; see text from touched creature No; see text from touched creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Evil] Chaotic]	phb: p.249  phb: p.249  phb: p.250  phb: p.250
effect is mobile with the recipient.	deals 23 deals 23 decition fr 23 on from 23 on from 23 on from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates (harmless)  evil spell, and no nong  Will negates (harmless)  good spell, and no non  Will negates (harmless)  law spell, and no nonc  Will disbelief (if interacted with)	action ty damage to 1 standard action o nonlawful 1 standard action ood summoo 1 standard action sevil summoo 1 standard action 1 standard action haotic summ 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the are 190 minutes and creatures can enter the area either. 190 minutes area either ar	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.)	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F	F No; see text  from touched creature  No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250
effect is mobile with the recipient.	deals 23 deals 23 decition fr 23 on from 23 on from 23 on from 23	Reflex half  10d6 points of electrici  Will negates (harmless)  om chaos spell, and n  Will negates (harmless)  evil spell, and no nong  Will negates (harmless)  good spell, and no non  Will negates (harmless)  law spell, and no nonc  Will disbelief (if interacted with)	action ty damage to 1 standard action o nonlawful 1 standard action ood summoo 1 standard action sevil summoo 1 standard action 1 standard action haotic summ 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the are 190 minutes and creatures can enter the area either. 190 minutes area either ar	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.)	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F	F No; see text  from touched creature  No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment)	phb: p.249  phb: p.249  phb: p.250  phb: p.250
effect is mobile with the recipient.	deals 23 deals 23 decition fr 23 on from 23 on from 23 on from 23	Reflex half  10d6 points of electricity  Will negates (harmless)  om chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nong will disbelief (if interacted with)  and thermal illusions are will negates	action ty damage is  1 standard action o nonlawful  1 standard action oud summon 1 standard action sevil summon 1 standard action  1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	to each creature within its area. The bound of the property of	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F	F No; see text  from touched creature  No; see text	[Electricity] Caster Level: 19 Abjuration [Lawful] Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250
effect is mobile with the recipient.	23 deals 23 23 exterior from 23 23 23 23 23 23 23 23 23 23 23 23 23	Reflex half  10d6 points of electricity  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  law spell, and no none will disbelief (if interacted with)  and thermal illusions are	action ty damage to 1 standard action o nonlawful 1 standard action ood summon 1 standard action out 1 standard action to 1 standard action haotic summ 1 standard action the included in	to each creature within its area. The bound of the property of	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: Visual figme u10-ft. cubes[S]	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cann V, S, M	F No; see text  from touched creature  No; see text  from touched creature  No  not extend beyond 23  Yes (harmless, object)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration	phb: p.249  phb: p.250  phb: p.250  phb: p.252
effect is mobile with the recipient.	23 deals 23 23 decition from 23 23 smell, a 23 23 ctt by did	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (harmless)  evil spell, and no nong Will negates (harmless)  good spell, and no non  Will negates (harmless)  Law spell, and no nonc  Will disbellet (if interacted with)  and thermal illusions an  Will negates (harmless, object)  ivination spells such as	action ty damage is  1 standard action o nonlawful  1 standard action  ood summon od summon 1 standard action  evil summon 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes area either. 190	Touch Target: 10-ft. radius a  Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cann V, S, M	F No; see text  from touched creature  No; see text  from touched creature  No  not extend beyond 23  Yes (harmless, object)	[Electricity] Caster Level: 19 Abjuration [Lawful] Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19	phb: p.249  phb: p.250  phb: p.250  phb: p.252
effect is mobile with the recipient.	23 deals 23 23 decition from 23 23 smell, a 23 23 ctt by did	Reflex half  10d6 points of electrici  Will negates (harmless)  rom chaos spell, and n  Will negates (harmless)  evil spell, and no nong Will negates (harmless)  good spell, and no non  Will negates (harmless)  Law spell, and no nonc  Will disbellet (if interacted with)  and thermal illusions an  Will negates (harmless, object)  ivination spells such as	action ty damage to 1 standard action o nonlawful 1 standard action ood summon 1 standard action evil summon 1 standard action 1 standard action action 1 standard action 1 clairaudien	to each creature within its area. The bound of the second	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or st	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cannot be considered by S, M Object touch	F No; see text  from touched creature  No  not extend beyond 23  Yes (harmless, object)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration (Chaotic) Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257
effect is mobile with the recipient.	23 deals 23 23 decition from 23 23 smell, a 23 23 ctt by did	Reflex half  10d6 points of electricity  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  law spell, and no noncy will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as s crystal balls.	action ty damage is  1 standard action o nonlawful  1 standard action  ood summon od summon 1 standard action  evil summon 1 standard action	to each creature within its area. The bound of the second	Target: 120-ft. line literature in the literatur	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, F ent that can V, S, M object toucl V, S	F No; see text  from touched creature  No  No  Yes (harmless, object)  hed  No	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19	phb: p.249  phb: p.250  phb: p.250  phb: p.252
effect is mobile with the recipient.	deals 23 deals 23 exection from 23 con from 23 smell, 23 cst by ditters at	Reflex half  10d6 points of electricity  Will negates (harmless)  om chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nong will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as sorystal balls.  None	action ty damage is  1 standard action o nonlawful  1 standard action ood summon od summon ot standard action sevil summon 1 standard action action evil standard action action 1 standard action action action c included ir 1 standard action c clairaudien 10 minutes	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes and creatures can enter the area either. 190 minutes area either area either area either concentration + 3 rounds are selfect. While concentrating, you self-clairvoyance, locate object, and determined the self-clairvoyance, locate object, and determined area either area either concentration.	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or ct 0 ft. Target: One quasi-r	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, F ent that can V, S, M object toucl V, S	F No; see text  from touched creature  No  No  Yes (harmless, object)  hed  No	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257
effect is mobile with the recipient.	deals : 23	Reflex half  10d6 points of electricity  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  law spell, and no noncy will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  invination spells such as s crystal balls.  None	action  ty damage to  1 standard  action o nonlawful  1 standard  action  1 standard  action  2 standard  action  2 standard  action  4 standard  action  2 standard  action  2 standard  action  4 standard  action  2 included in  1 standard  action  1 or  1 standard  1	to each creature within its area. The bound of the property of	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or ct Oft. Target: One quasi-ry	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cannot be considered to ucl V, S, M object to ucl	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No te creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19 Conjuration Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260
effect is mobile with the recipient.	deals 23 deals 23 exection from 23 con from 23 smell, 23 cst by ditters at	Reflex half  10d6 points of electricity  Will negates (harmless)  om chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nong will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as sorystal balls.  None	action  ty damage to  1 standard  action o nonlawful  1 standard  action  1 standard  action  2 standard  action  2 standard  action  4 standard  action  2 standard  action  2 standard  action  4 standard  action  2 included in  1 standard  action  1 or  1 standard  1	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes and creatures can enter the area either. 190 minutes area either area either area either concentration + 3 rounds are selfect. While concentrating, you self-clairvoyance, locate object, and determined the self-clairvoyance, locate object, and determined area either area either concentration.	Target: 120-ft. line lit Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or ct Oft. Target: One quasi-ry	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cannot be considered to ucl V, S, M object to ucl	F No; see text  from touched creature  No  No  Yes (harmless, object)  hed  No	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257
effect is mobile with the recipient.	23 deals 23 exterior from 23 confrom 23 conf	Reflex half  10d6 points of electricity  Will negates (harmless)  rom chaos spell, and no none will negates (harmless)  evil spell, and no none will negates (harmless)  good spell, and no none will negates (harmless)  I was spell, and no none will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as s crystal balls.  None  I can be ridden only by Fortitude negates (harmless)	action ty damage is  1 standard action o nonlawful  1 standard action oud summon 1 standard action sevil summon 1 standard action  1 standard action  1 standard action  2 included ir 1 standard action 1 or included ir 1 standard action	to each creature within its area. The bound of the property of	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or tt 0 ft. Target: One quasi-rily Touch Target: Creature tot	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, M object toucl V, S eal, horselil V, S, DF	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No te creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19 Conjuration Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260
effect is mobile with the recipient.	23 deals : 23 deals : 23 on from 23 on from 23 smell, 3 ct by dittems as e steed 23 are type a term of the steed 23 are type as e type a term of the steed 23 are type as e type a term of the steed 25 on the type are type as the type are	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  law spell, and no nonc will inselete (in interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as s crystal balls. None  I can be ridden only by Fortitude negates (harmless)  of energy you specify of	action ty damage is  1 standard action o nonlawful  1 standard action oud summon 1 standard action sevil summon 1 standard action  1 standard action  1 standard action  2 included ir 1 standard action 1 or included ir 1 standard action	to each creature within its area. The bound of the property of	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or tt 0 ft. Target: One quasi-rily Touch Target: Creature tot	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, M object toucl V, S eal, horselil V, S, DF	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No te creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) Caster Level: 19 Abjuration	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260
effect is mobile with the recipient.	23 deals : 23 deals : 23 on from 23 on from 23 smell, 3 ct by dittems as e steed 23 are type a term of the steed 23 are type as e type a term of the steed 23 are type as e type a term of the steed 25 on the type are type as the type are	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  law spell, and no nonc will inselete (in interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as s crystal balls. None  I can be ridden only by Fortitude negates (harmless)  of energy you specify of	action ty damage to 1 standard action o nonlawful 1 standard action ood summor 1 standard action to standard action 1 standard action action to standard action action to standard action to standard action to standard action to clairaudien 10 minutes to you or by to 1 standard action under the standard action to standard action	to each creature within its area. The bound of the property of	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or tt 0 ft. Target: One quasi-rily Touch Target: Creature tot	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, M object toucl V, S eal, horselil V, S, DF	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No te creature	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) Caster Level: 19 Abjuration Caster Level: 19 Evocation	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260
effect is mobile with the recipient.	deals 23 deals 23 esteed from 23 smell, a 23 smell, a 23 esteed 23 esteed 23 esteed dischar	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nond will disbelief (if interacted with)  and thermal illusions are will negates (harmless, object)  ivination spells such as so crystal balls.  None  If can be ridden only by Fortitude negates (harmless)  of energy you specify of of energy you specify of of energy you specify of of energy you specify of others.	action ty damage to 1 standard action o nonlawful 1 standard action oud summon 1 standard action sevil summon 1 standard action action action action to action 1 standard action action action action 1 standard action clairaudien 10 minutes you or by to 1 standard action when you ca	to each creature within its area. The bound of the property of	Target: 10-ft. radius a Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: Creature or of the Target: One quasi-ray Touch Target: One quasi-ray Touch Target: Creature toul.	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that can V, S, M object touch V, S eal, horselif V, S, DF uched V, S, M	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No se creature Yes (harmless)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260  draco: p.107-108
effect is mobile with the recipient.	deals 23 deals 23 23 deals 23 con from 23 con from 23 smell, 3 cot by dittems as 23 con text by dittems as 23 de type dischar 23	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no none will negates (harmless)  Law spell, and no none will inspell, and no none will inspell interacted with)  and thermal illusions and will negates (harmless, object)  invination spells such as s crystal balls. None  It can be ridden only by Fortitude negates (harmless)  of energy you specify toged.  Reflex half	action ty damage to 1 standard action o nonlawful 1 standard action ood summon 1 standard action 1 standard action 1 standard action action action action i standard action i standard action clairaudien 10 minutes you or by to 1 standard action when you ct 1 standard action  when you ct 1 standard action	to each creature within its area. The both 190 minutes summoned creatures can enter the area 190 minutes and creatures can enter the area either. 190 minutes area either area either. 190 minutes area either. 190 minutes area either	Target: 120-ft. line lit  Target: 120-ft. line lit  Touch  Target: 10-ft. radius  Touch  Target: 10-ft. radius  Touch  Target: 10-ft. radius  Touch  Target: 10-ft. radius  Touch  Target: Visual figme  u10-ft. cubes[S]  Touch  Target: Creature or ct  0 ft.  Target: One quasi-ray  Touch  Target: Creature tot  Long (1160 ft.)  Target: 20 ft. radius	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that cand V, S, M object touch V, S eaal, horselif V, S, DF uched V, S, M burst	F No; see text  from touched creature  No  No  No  No  No  Re creature  Yes (harmless)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration (Chaotic) Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) Caster Level: 19 Abjuration Caster Level: 19 Evocation [Electricity] Caster Level: 19	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260  draco: p.107-108  splcmp: p,181
effect is mobile with the recipient.	deals 23 deals 23 esteed from 23 smell, a 23 smell, a 23 esteed 23 esteed 23 esteed dischar	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nond will disbelief (if interacted with)  and thermal illusions are will negates (harmless, object)  ivination spells such as so crystal balls.  None  If can be ridden only by Fortitude negates (harmless)  of energy you specify of of energy you specify of of energy you specify of of energy you specify of others.	action ty damage to 1 standard action o nonlawful 1 standard action ood summon 1 standard action 1 standard action 1 standard action action action action i standard action i standard action clairaudien 10 minutes you or by to 1 standard action when you ct 1 standard action  when you ct 1 standard action	to each creature within its area. The bound of the property of	Target: 120-ft. line little Target: 120-ft. line little Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Touch Target: 10-ft. radius Touch Target: 10-ft. radius Long (1160 ft.) Target: Visual figme u10-ft. cubes[S] Touch Target: Creature or cit Oft. Target: One quasi-ray y Touch Target: Creature tot. ]. Long (1160 ft.)	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F ent that can V, S, M object touch V, S eal, horselif V, S, DF uched V, S, M	F No; see text from touched creature No not extend beyond 23 Yes (harmless, object) hed No se creature Yes (harmless)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Caster Level: 19 Abjuration (Chaotic) Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19 Abjuration Caster Level: 19 Conjuration Caster Level: 19 Abjuration Caster Level: 19 Evocation [Electricity]	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260  draco: p.107-108
effect is mobile with the recipient.	deals 23 deals 23 extion from 23 con from 23 smell, 2 23 extended	Reflex half  10d6 points of electricit  Will negates (harmless)  rom chaos spell, and no nong will negates (harmless)  evil spell, and no nong will negates (harmless)  good spell, and no nong will negates (harmless)  law spell, and no nong will negates (harmless)  law spell, and no nong will disbelief (if interacted with)  and thermal illusions and will negates (harmless, object)  ivination spells such as sorystal balls.  None  If can be ridden only by Fortitude negates (harmless)  of energy you specify of of energy you specify of energy you specify of energy you specify ged.  Reflex negates	action ty damage is  1 standard action o nonlawful 1 standard action out standard action out standard action sevil summon 1 standard action action action action 1 standard action action action 1 standard action clairaudien 10 minutes you or by is 1 standard action when you ca 1 standard action 10 minutes 1 you or by is 1 standard action 10 minutes 10 minutes 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 standard action 17 standard action 18 standard action	to each creature within its area. The bound of the property of	Touch Target: 10-ft. radius a Touch Target: 10-ft. radius Long (1160 ft.) Target: Creature or ot Oft. Target: One quasi-ray Touch Target: Creature tou Long (1160 ft.) Target: 20 ft. radius Touch Target: 20 ft. radius	V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, F emanation V, S, M object toucle V, S, M V, S, DF emanation V, S, M burst V, S, M	F No; see text  from touched creature  No  not extend beyond 23  Yes (harmless, object)  hed  No  see creature  Yes (harmless)	[Electricity] Caster Level: 19 Abjuration [Lawful] Caster Level: 19 Abjuration [Good] Caster Level: 19 Abjuration [Evil] Abjuration [Chaotic] Caster Level: 19 Illusion (Figment) Caster Level: 19 Abjuration Caster Level: 19 Abjuration Caster Level: 19 Conjuration (Creation) Caster Level: 19 Abjuration Caster Level: 19 Evocation Caster Level: 19 Evocation Caster Level: 19 Conjuration	phb: p.249  phb: p.249  phb: p.250  phb: p.250  phb: p.252  phb: p.257  phb: p.260  draco: p.107-108  splcmp: p,181

			Wizard Spells					
□□□□□ Shrink Item	23	Will negates (object)	1 standard 19 days; see text	Touch	V, S	Yes (object)	Transmutation	draco: p.107-108
Effect:		F-31 - 440 - 63-	action	Target: One touche	ed object of u	up to 38 cu. ft	Caster Level: 19	
You are able to shrink one nonmagical item [if it is with educes the objects size by four categories [for instance,	from Large	e iimitj to 1/16 of its nor e to Diminutive]. Will negates	mai size in each dimension u. This change effective  1 standard 210 minutes	Touch	V, M/DF	No	Divination	phb: p.294
□□□□*Tongues	25	(harmless)	action	Target: Creature to		140	Caster Level: 21	pnb. p.234
This spell grants the creature touched the ability to songue or a regional dialect. The subject can speak only	speak and	understand the language at a time, although	age of any intelligent creature, whether it is a rac		ucneu		Caster Level. 21	
Under Breathing		Will negates (harmless)	1 standard 38 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
Effect: The transmuted creatures can breathe water freely. Div	vide the du	,	I the creatures you touch.	Target: Living creat	ures touche	d	Caster Level: 19	
,			LEVEL 4					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
⊒□□□ Antidragon Aura	24	Will negates (harmless)	1 standard 19 minutes action	Close (70 ft.)	V, S, M, DF	Yes (harmless)	Abjuration	draco: p.109
Effect: All targets gain a 5 luck bonus to Armor Class an	d on savir	ng throws against the	attacks, spells, and special attacks [extraordinal		, no two of v	which can be more than	Caster Level: 19	
supernatural, and spell-like] of dragons.		None	10 minutes 21 minutes	Unlimited	V, S, M	No	Divination	draco: p.107-108
Effect:				Target: Magical ser	nsor		(Scrying) Caster Level: 21	
You create an invisible magical sensor that sends you Assay Spell Resistance	visual info	rmation.	1 swift 21 rounds	Personal	V, S		Divination	splcmp: p,17
Effect:			action	Target: You			Caster Level: 21	
+10 bonus on caster level checks to defeat one creature   Charm Monster		esistance. Will negates	1 standard 19 days	Close (70 ft.)	V, S	Yes	Enchantment	phb: p.209
Effect:			action	Target: One living o	creature		(Charm) [Mind-Affecting] Caster Level: 19	
As charm person but not restricted by creature size or Detect Scrying	type.	None	1 standard 24 hours	40 ft.	V, S, M	No	Divination	draco: p.107-108
Effect:			action	Target: 40-ft. radius			Caster Level: 21	
You immediately become aware of any attempt to obse	erve you by	y means of a divination None	1 standard 19 minutes	Medium (290 ft.)	V, S	Yes (object)	Abjuration	phb: p.221
Effect:			action	Target: Ray			Caster Level: 19	
A green ray springs from your hand. Any creature or ol		None and Will negates	1 standard Instantaneous	Long (1160 ft.)	٧	No and Yes (object)	Conjuration	draco: p.107-108
Effect:		(object)	action	Target: You and tou	uched objec		(Teleportation) Caster Level: 19	
You instantly transfer yourself from your current location in the control of the	on to any of	ther spot within range. None	1 standard 19 rounds	willing creatures Medium (290 ft.)	V, S, M	No	Conjuration	phb: p.228
Effect:			action	Target: 20-ft. radius	spread		(Creation) Caster Level: 19	
Conjures a field of rubbery black tentacles, each 10 ft.  Greater Invisibility		Will negates	1 standard 19 rounds	Personal or touch	V, S	Yes (harmless) or Yes	Illusion (Glamer)	phb: p.245
Effect:		(harmless)	action	Target: You or crea	ture touche	(harmless, object)	Caster Level: 19	
This spell functions like invisibility, except that it doesn:		Will disbelief (if	1 standard Permanent	Close (70 ft.)	V, S	No	Illusion (Figment)	phb: p.243
Effect:		interacted with)	action	Target: Image 1 ft. I	by 10 ft. by	10 ft.	Caster Level: 19	
This spell creates the illusion of a wall, floor, ceiling, or hrough it without difficulty.	r similar su							
□□□□□*Locate Creature		None	1 standard 210 minutes action	Long (1240 ft.)		No	Divination	phb: p.249
Effect: This spell functions like locate object, except this spell				ft.		, with a radius of 1240		
□□□□ Mass Darkvision	24	Will negates (harmless)	1 standard 19 hours action	10 ft.		Yes (harmless)	Transmutation	splcmp: p,59
Effect: As darkvision, but affects 19 subjects.		None	1 standard 19 minutes	Touch	V, S, M	urst centered on you	Caster Level: 19	phb: p 262
□□□□□ Polymorph  Effect:		None	action	Target: Willing living			Transmutation  Caster Level: 19	prib. p.263
This spell functions like alter self, except that you char same type as the subject or any of the following types: a poze, plant, or vermin.	nge the will aberration,	ling subject into anothe animal, dragon, fey, gi	r form of living creature. The new form may be of the iant, humanoid, magical beast, monstrous humano	he	g creature to	Jucileu	Caster Level. 19	
Remove Curse	24	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
Effect: instantaneously removes all curses on an object or a		Remove curse does no	t remove the curse from a cursed shield, weapon,	Target: Creature or or	item touche	ed	Caster Level: 19	
suit of armor, although the spell typically enables the creation of the creati		ted with any such curse Will negates	d item to remove and get rid of it.  1 hour 21 minutes	See text	V, S,	Yes	Divination	phb: p.274
Effect:				Target: Magical ser	M/DF, F		(Scrying) Caster Level: 21	
You can see and hear some creature, which may be at	t any distar	nce.		- -				
News		Carrier Time	LEVEL 5	Dann	0	Cool Desire	Cabaci	Course
Name  Arc of Lightning		Saving Throw Reflex half	Time Duration 1 standard Instantaneous action	Range Close (70 ft.)	Comp. V, S, M/DF	Spell Resistance No	School Conjuration (Creation) [Electricity]	Source splcmp: p,15
Effect: Line of electricity arcs between two creatures for 19d6	damane			Target: A line between	een two crea	atures	Caster Level: 19	
Baleful Polymorph		Fortitude negates, Will partial; see text	1 standard Permanent action	Close (70 ft.)	V, S	Yes	Transmutation	phb: p.202
Effect: You change the subject into a Small or smaller animal	of nor mor			Target: One creatur	re		Caster Level: 19	
Boreal Wind		Fortitude negates	1 standard 20/2 rounds action	Long (1160 ft.)	V, S, DF	Yes	Evocation [Cold]	frstbn: p.89
Effect: You create a strong blast of arctic air that originates fro	om vour fin	gertips and moves in the				20' high emanating out	Caster Level: 19	
area take 15d4 damage, and are pushed 19*3 ft. away fr	om the cas	ster.	1 standard 19 minutes	Medium (290 ft.)		No	Conjuration	phb: p.210
Effect:		text	action	Target: Cloud sprea			(Creation) Caster Level: 19	
Generates a poisonous yellow-green cloud of fog. Kills	3 HD or le	ess, 4-6 HD save or die None	6+ HD take Con damage. See text Instantaneous	Close (70 ft.)	V, S, M	No	Transmutation	draco: p.107-108
Effect: You convert material of one sort into a product that is o	of that sort		1 standard 10 hours	Target: Up to 190 c			Caster Level: 19	nhh: n 220
□□□□□ False Vision		None	1 standard 19 hours action	Touch	, -,	No	Illusion (Glamer)	phb: p.229
Effect:  Any divination spell used to view anything within the ar				Target: 40-ft. radius		Voc	Caster Level: 19	nhh: n 222
□□□□□ Feeblemind	25	vviii negates; see text	1 standard Instantaneous action	Medium (290 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.229
Effect:		01 - 2	dece 4 4 civing it as only the intellect of a linear	Target: One creatur	ıe		Caster Level: 19	
If the target creature fails a Will saving throw, its Intellig	gence and	None	10 minutes 24 hours	Close (70 ft.)	V, S, F;	No	Conjuration	splcmp: p,113

				Wizard Spells					
Effect:					Target: 20 ft. square	see text e structure		(Creation) Caster Level: 19	
Creates sturdy cottage camouflaged to blend into natura  Hold Monster	al surrou 25	ndings. Will negates; see text	1 standard	19 rounds; see text	- '	V, S, M/DI	Yes	Enchantment	phb: p.2421
add not worster		3,	action		( , ,			(Compulsion) [Mind-Affecting]	
Effect: The subject creature becomes paralyzed and freezes in			normally b	ut cannot take any actions, even speed	Target: One living c h.	reature		Caster Level: 19	
Each round on its turn, the subject may attempt a new sav	ring throv	v to end the effect. None	10 minutes	See text	Close (70 ft.)	V, S, M	No	Conjuration	phb: p.252
Effect:							al object of nonliving	(Creation) Caster Level: 19	
This spell functions like minor creation, except that yo duration of the created item varies with its relative hardness	ss and ra	rity.		•					
Mass Fly	25	Will negates (harmless)	1 standard action	19 minutes	Close (70 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,96
Effect: 19 creatures fly at speed of 60 ft.					ft. apart		which are more than 3		
Mirage Arcana	25	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level	Long (1160 ft.)	V, S	No		phb: p.254
Effect: This spell functions like hallucinatory terrain, except tha						oes [S]		Caster Level: 19	
includes audible, visual, tactile, and olfactory elements. It them where none are present].		·				V C	Van (hanning)	Tonananidation	-hh 252
Overland Flight	25	Will negates (harmless)	1 standard action	19 nours	Personal	V, S	Yes (harmless)	Transmutation	phb: p.259
Effect: This spell functions like a fly spell, except you can fly at or heavy load] with average maneuverability.	a speed	of 40 feet [30 feet if wea	aring mediur	n or heavy armor, or if carrying a mediu	Target: You m			Caster Level: 19	
Passwall		None	1 standard action	19 hours	Touch	V, S, M	No	Transmutation	phb: p.259
Effect: You create a passage through wooden, plaster, or stone	walle b	ut not through metal or		materials	Target: 5 ft. by 8 ft.	opening, 4	ft. deep	Caster Level: 19	
Persistent Image	25	Will disbelief (if interacted with)	1 standard action		Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.260
Effect: This spell functions like silent image, except that the fi	amont in			nd thermal components, and the figme	Target: Visual figme	ent that can	not extend beyond 23	Caster Level: 19	
follows a script determined by you. The figment follows the speech if you wish.									
Phantasmal Thief		None	1 standard action	19 rounds	Close (70 ft.)	V, S, M	No	Conjuration (Creation)	draco: p.114
Effect:	a into h	sing where the coster w		no anatoria tura thia force atonia ahiaa	Target: One object			Caster Level: 19	
An invisible force, not unlike an unseen servant, come from others as she inaudibly directs it to [a free action]. A steal unattended objects. A phantasmal thief has a Hide	phantas	mal thief can only steal	from creatu	res. It cannot break into locked chests	or				
Silently modifier of +20. If a phantasmal thief as a Indee objects in a bag of holding can be stolen. It can only stea	cted, it o	an steal any object a cr	eature poss	esses but is not holding or wearing. Eve	en				
take no other actions. A phantasmal thief needs 1 round only hold one object at a time, and the object becomes in	to steal	an object and another r	ound to brin	g it to the caster. A phantasmal thief ca	an				
trying to steal from [with a Listen or Spot check]. Howeve although it can be dispelled. A phantasmal thief can steal	r, the thi	ef can repeat the attemp	pt in the nex	t round. It cannot be harmed in any wa	ıy,				
as if it had the Improved Disarm feat and a +20 Strength stolen object to the caster.	h modifie	er. If a phantasmal thiel	is used in	this way, it disappears after it brings the	ne				
□□□□□ Prismatic Ray	25	See text	1 standard action	Instantaneous	Medium (290 ft.)	V, S	Yes	Evocation	splcmp: p,162
Effect: Ray of light blinds subject, deals random effect.					Target: Ray			Caster Level: 19	
" *Prying Eyes		None	1 minute	21 hours; see text	One mile	V, S, M	No	Divination	phb: p.266
Effect: You create 1d4+21 of semitangible, visible magical orbwhen casting the spell. Each eye can see 120 feet [normal content or c					Target: Ten or more m	e levitating (	eyes	Caster Level: 21	
*Rary's Telepathic Bond	i visioii c	None		210 minutes	Close (75 ft.)	V, S, M	No	Divination	phb: p.268
Effect: You forge a telepathic bond among yourself and a num	hor of wi	lling creatures, each of		have an Intelligence score of 3 or highe			ures, no two of which	Caster Level: 21	
Each creature included in the link is linked to all the oth language.						о н. аран			
Sending		None	10 minutes	1 round; see text	See text	V, S, M/DI	No	Evocation	phb: p.275
Effect: You contact a particular creature with which you are fam	niliar and	send a short message	of twenty-fiv	e words or less to the subject.	Target: One creatur			Caster Level: 19	
Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DI	- No	Transmutation [Earth]	phb: p.284
Effect: You can form an existing piece of stone into any shape	that suits	your purpose.			Target: Stone or sto	ne object t	ouched, up to 29 cu. ft.	Caster Level: 19	
Telekinesis	25	Will negates (object) or None; see text		Concentration of up to 19 rounds or instantaneous; see text	Long (1160 ft.)	V, S	Yes (object); see text	Transmutation	phb: p.292
Effect: You move objects or creatures by concentrating on ther			ected, the sp	pell can provide a gentle, sustained force	Target: See text			Caster Level: 19	
perform a variety of combat maneuvers, or exert a single s	short, vio 25	lent thrust. None and Will negates	s 1 standard	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration	phb: p.292
Effect:		(object)	action		Target: You and tou	ched object	ts or other touched	(Teleportation) Caster Level: 19	
This spell instantly transports you to a designated destin	ation, w	hich may be as distant a None	s 1900 mile 1 standard		willing creatures Close (70 ft.)	V, S, M	No	Evocation [Force]	phb: p.298
Effect:			action		Target: Wall whose			Caster Level: 19	
A wall of force spell creates an invisible wall of force. The spells, including dispel magic.	ne wall c	annot move, it is immun	e to damage	e of all kinds, and it is unaffected by mo			,		
□□□□□Wall of Stone	25	See text	1 standard action	Instantaneous	Medium (290 ft.)	V, S, M/DI	No	Conjuration (Creation) [Earth]	phb: p.299
Effect: This spell creates a wall of rock that merges into adjoining	ng rock s	surfaces.			Target: Stone wall v [S]	vhose area	is up to 19 5-ft. square		
				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 action	21 rounds	Close (75 ft.)	V, S, F	No	Divination	phb: p.197
Effect: You discern all spells and magical properties present in	a numbe				Target: One object of	or creature	per caster level	Caster Level: 21	
□□□□□ Chain Lightning	26	Reflex half		Instantaneous	Long (1160 ft.)	V, S, F	Yes	Evocation [Electricity]	phb: p.208
Effect: You create an electrical discharge that begins as a sing	le stroke	from your fingertips. De		ectrical damage; 19 secondary bolts eac	Target: One primary ch[each of which must	target, plu	s 19 secondary targets 30 ft. of the primary		
deal half damage.	_	None		19 days or until discharged	target] Personal	V, S, M, F		Evocation	phb: p.213
add Contingency			minutes; see text	.,		, -, -,, '			
Effect: You can place another spell on your person so that it co	mes into	effect under some cond		ctate when casting Contingency.	Target: You			Caster Level: 19	
Disintegrate	26	Fortitude partial (object)		Instantaneous	Medium (290 ft.)	V, S, M/DI	Yes	Transmutation	phb: p.222
Effect: A thin green ray springs from your pointing finger. Any	creature			reature reduced to 0 hit points is entire	Target: Ray			Caster Level: 19	
disintegrated.	26	Fortitude half		Instantaneous	Close (70 ft.)	V, S	Yes	Transmutation	splcmp: p,86
Effect:			action		Target: One living c			[Water] Caster Level: 19	-1
Pulls water from victim, forms water elemental.				* December (Occasion)	. a. go one living t				

				Wizard Spells					
□□□□□ Geas/Quest		None	10 minutes	s 19 days or until discharged	Close (70 ft.)	V	Yes	Enchantment (Compulsion)	draco: p.107-108
Effect:					Target: One living of	creature		[Language-Depen Mind-Affecting] Caster Level: 19	dent,
This spell functions similarly to lesser geas, except that it a	affects	a creature of any HD at None		saving throw. Instantaneous	Medium (290 ft.)		No	Abjuration	phb: p.223
Effect:			action				re, or object; or 20-ft.	Caster Level: 19	F F
As dispel magic, but up to +20 on check.		Name	4 -4	1 040 minutes [D]	radius burst		•		405
*Interplanar Telepathic Bond		None	action	210 minutes [D]	Close (75 ft.)		No	Divination	splcmp: p,125
Effect: Link lets allies communicate across planes.				_	are more than 30 ft	. apart	ures, no two of which	Caster Level: 21	
Effect:		None	See text	See text	Personal  Target: You	V, S, M, F	No	Divination  Caster Level: 21	phb: p.246
Legend lore brings to your mind legends about an importar	nt pers	son, place, or thing. None	See text	Instantaneous	Long (1160 ft.)	V, S, M	No	Transmutation	phb: p.257
Move Earth		None	OCC TOXE	instantaneous			) ft. square and up to	[Earth] Caster Level: 19	prio. p.207
Move earth moves dirt [clay, loam, sand], possibly collapsing	ing em 26	bankments, moving hill Will disbelief (if		g dunes, and so forth.  Permanent	10 ft. deep [S] Long (1160 ft.)		No		nhh: n 260
Permanent Image	20	interacted with)	action	remanent		, -,		Illusion (Figment)	prib. p.260
Effect: This spell functions like silent image, except that the fig					Target: Figment that iscube + 19 10-ft. cub		ena beyona a 20-ii.	Caster Level: 19	
permanent. By concentrating, you can move the image within Planar Binding		Will negates		Instantaneous	Close (70 ft.)	V, S	No and Yes; see text		phb: p.261
Effect:							or outsiders, totaling n	(Calling) o Caster Level: 19	
Casting this spell attempts a dangerous act: to lure a crea lie within the spells range. The called creature is held in the tr	trap un	itil it agrees to perform of	ne service	in return for its freedom.	30 ft. apart when th	ey appear			
Prismatic Eye  Effect:	26	See text	1 action	19 rounds	Medium (290 ft.)  Target: Magical eye	V, S, F	Yes	Evocation  Caster Level: 19	pgtfae: p.109
Orb produces individual prismatic rays as touch attacks.	26	Fortitude negates; see	1 minuto	Concentration	Close (75 ft.)	V, S	Yes	Divination	cmpdvn: p.176
Effect: *Probe Thoughts	20	text	i i illillidite	Concentration	Target: One living of		165	[Mind-Affecting] Caster Level: 21	Cilipavii. p. 170
You sift through thoughts, learning the answer to one ques Programmed Image	stion/ro 26	ound. Will disbelief (if	1 standard	Permanent until triggered, then 19	Long (1160 ft.)	V, S, F	No	Illusion (Figment)	phb: p.265
Effect:		interacted with)	action	rounds			not extend beyond a	Caster Level: 19	
You set the triggering condition [which may be a special we as specific and detailed as desired but must be based on an					or20-ft. cube + one 10	)-ft. cube/lev	vel [S]		
Seal Portal		None		Permanent [D]	Close (70 ft.)	V, S, M	No	Abjuration	splcmp: p,181
Effect: Seal an interplanar portal or gate.					Target: One interpla	anar gate or	portal	Caster Level: 19	
True Seeing	26	Will negates (harmless)	1 standard	21 minutes	Touch	V, S, M	Yes (harmless)	Divination	draco: p.107-108
Effect: You confer on the subject the ability to see all things as t	they a			ah normal and magical darkness notice	Target: Creature to	uched		Caster Level: 21	
secret doors hidden by magic, sees the exact locations of cobjects normally, sees through illusions, and sees the true for	creatur	es or objects under blu	r or displac	ement effects, sees invisible creatures of					
	26			Concentration + 19 hours	Long (1160 ft.)	V, S	Yes; see text	Illusion (Glamer)	phb: p.298
Effect: You instantly change the appearance of the subjects and	then r	maintain that annearan					no two of which can b	e Caster Level: 19	
						arr			
appear to be anything you wish.	them	паппапт шат арреагат	e for the sp		ismore than 50 it. apa	ап			
	ulcii i	паппапп шат арреаганс	e for the sp	LEVEL 7	ismore than 30 ft. apa	art			
appear to be anything you wish.  Name	DC	Saving Throw	Time	LEVEL 7	Range	Comp.	Spell Resistance Yes	School Abjuration	Source madae: p.77
Name Antimagic Aura	DC 27			LEVEL 7		Comp. V, S, M	-	School Abjuration Caster Level: 19	Source magfae: p.77
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip	DC 27	Saving Throw	Time 1 action 1 standard	LEVEL 7	Range Touch	Comp. V, S, M	-	Abjuration	
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equi	DC 27	Saving Throw Will negates	Time 1 action	LEVEL 7  Duration 19 rounds	Range Touch Target: One creatur Close (70 ft.) Target: One or mor	Comp. V, S, M re V, S, F	Yes Yes ar creatures, no two of	Abjuration  Caster Level: 19  Abjuration	magfae: p.77
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip  Banishment  Effect: Banishes 38 HD of extraplanar creatures.	DC 27	Saving Throw Will negates	Time 1 action 1 standard action	LEVEL 7  Duration 19 rounds	Range Touch Target: One creatur Close (70 ft.)	Comp. V, S, M re V, S, F re extraplana than 30 ft. a	Yes Yes ar creatures, no two of	Abjuration  Caster Level: 19  Abjuration	magfae: p.77
Name Antimagic Aura  Effect: Banishes 38 HD of extraplanar creatures.  Delayed Blast Fireball  Effect: Banishes 38 HD of extraplanar creatures.	DC 27 ipment 27	Saving Throw Will negates Will negates Reflex half	Time 1 action 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M	Yes Yes ar creatures, no two of apart	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19	magfae: p.77 phb: p.203
Name Antimagic Aura Effect: An invisible barier surrounds a single creature and its equip Banishment Effect: Banishes 38 HD of extraplanar creatures. Delayed Blast Fireball Effect: As fireball, except 19d6 fire damage; you can postpone bla	DC 27 ipment 27	Saving Throw Will negates Will negates Reflex half	Time 1 action 1 standard action 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.)	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M	Yes Yes ar creatures, no two of apart	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]	magfae: p.77 phb: p.203
Name Antimagic Aura  Effect: Banishes 38 HD of extraplanar creatures.  Delayed Blast Fireball  Effect: Banishes 38 HD of extraplanar creatures.	DC 27 ipment 27	Saving Throw Will negates Will negates Reflex half up to 5 rounds.	Time 1 action 1 standard action 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous  5 rounds or less; see text	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M	Yes Yes ar creatures, no two of part Yes No	Abjuration Caster Level: 19 Abjuration Caster Level: 19 Evocation [Fire] Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217
Name Antimagic Aura Effect: An invisible barier surrounds a single creature and its equip Antimagic Aura Effect: Banishes 38 HD of extraplanar creatures. Delayed Blast Fireball Effect: As fireball, except 19d6 fire damage; you can postpone bla	DC 27 ipment 27 27	Saving Throw Will negates Will negates Will negates Reflex half up to 5 rounds. None	Time 1 action 1 standard action 1 standard action 1 standard action 1 standard action	Duration 19 rounds Instantaneous 5 rounds or less; see text Permanent until discharged	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less	Yes Yes ar creatures, no two of part Yes No No Ib. or less whose	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip Banishment  Effect: Banishes 38 HD of extraplanar creatures. Delayed Blast Fireball  Effect: As fireball, except 19d6 fire damage; you can postpone blade of the company o	DC 27 ipment 27 27	Saving Throw Will negates Will negates Will negates Reflex half up to 5 rounds. None	Time 1 action 1 standard action 1 standard action 1 standard action 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous  5 rounds or less; see text	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10	Yes Yes ar creatures, no two of part Yes No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation	magfae: p.77 phb: p.203 phb: p.217
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip Banishment  Effect: Banishes 38 HD of extraplanar creatures. Banishes	DC 27 ipment 27 27	Saving Throw Will negates Will negates Will negates Reflex half up to 5 rounds. None your hand. None	Time 1 action 1 standard action	Duration 19 rounds Instantaneous 5 rounds or less; see text Permanent until discharged	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S	Yes Yes ar creatures, no two of part Yes No No No No No No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227
Name Antimagic Aura  Effect: Banishes 38 HD of extraplanar creatures. Delayed Blast Fireball  Effect: As fireball, except 19d6 fire damage; you can postpone blace of the company of the c	DC 27 ipment 27 27	Saving Throw Will negates Will negates Will negates Reflex half up to 5 rounds. None	Time 1 action 1 standard	Duration 19 rounds Instantaneous 5 rounds or less; see text Permanent until discharged	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.)	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M	Yes  Yes ar creatures, no two of part Yes  No Ib. or less whose S No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227
Name Antimagic Aura Effect: An invisible barier surrounds a single creature and its equip Banishment Effect: Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creature and its equip Banishment Effect: You call some nonliving item from virtualy any location dire Banishes 38 HD of extraplanar creature and its equip Banishment Banishes 38 HD of extraplanar creature and its equip Banishment  Effect: You become ethereal Jaunt Banishes 38 HD of extraplanar creatures. B	DC 27 ppment 27 27 27 aast for apposed	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None  None	Time 1 action 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous  5 rounds or less; see text  Permanent until discharged  19 rounds  38 hours  s of force [your choice]. Teleportation an	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M	Yes  Yes ar creatures, no two of part Yes  No Ib. or less whose S No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227
Name	DC 27 ppment 27 27 27 aast for apposed	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None	Time 1 action 1 standard action 2 standard action 2 standard action 3 standard action 5 solid wall	Duration 19 rounds 19 rounds 1 Instantaneous 5 rounds or less; see text Permanent until discharged 119 rounds 138 hours Is of force [your choice]. Teleportation an real Plane, blocking ethereal travel.	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M	Yes  Yes ar creatures, no two of part Yes  No Ib. or less whose S No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip Banishment  Effect: Banishes 38 HD of extraplanar creatures. Banishes	DC 27 27 27 27 28 ast for apposed the force 28	Saving Throw Will negates Will negates Will negates  Reflex half up to 5 rounds. None your hand. None  None tof either bars of force or walls or bars extend in Will negates	Time 1 action 1 standard action or solid wallnito the Ethe 1 standard action	LEVEL 7  Duration 19 rounds  Instantaneous  5 rounds or less; see text  Permanent until discharged  19 rounds  38 hours  s of force [your choice]. Teleportation an ereal Plane, blocking ethereal travel.	Range Touch Target: One creature Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage d See text Target: Magical ser	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S, M	Yes Yes ar creatures, no two of part Yes No No No No owless cell 10	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233
Name Antimagic Aura  Effect: Banishes 38 HD of extraplanar creatures. Banishes	proposed for 28 billowing uses	Saving Throw Will negates Will negates Will negates Will negates  Reflex half up to 5 rounds. None vyour hand. None lof either bars of force e walls or bars extend in Will negates g spells function reliably	Time 1 action  1 standard action  or solid wall to the Ethe 1 standard action  through the	Duration 19 rounds 19 rounds 15 rounds or less; see text 19 Permanent until discharged 119 rounds 138 hours 15 of force [your choice]. Teleportation an real Plane, blocking ethereal travel. 21 hours 15 e sensor: detect chaos, detect evil, detered	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred caged d	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M	Yes  Yes ar creatures, no two of part Yes  No No No No owless cell 10  Yes	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination (Scrying)  Caster Level: 21	magfae: p.77  phb: p.203  phb: p.217  phb: p.225  phb: p.227  phb: p.233  phb: p.275
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip Banishment  Effect: Banishes 38 HD of extraplanar creatures. Banishes 48 HD of extraplanar creatures. Banishes	DC 27 27 27 27 28 ast for eactly to	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None  lof either bars of force e walls or bars extend if Will negates g spells function reliably	Time 1 action  1 standard action  or solid wall to the Ethe 1 standard action  through the	Duration 19 rounds 19 rounds 15 rounds or less; see text 19 Permanent until discharged 119 rounds 138 hours 15 of force [your choice]. Teleportation an real Plane, blocking ethereal travel. 21 hours 15 e sensor: detect chaos, detect evil, detered	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: Barred cage d See text Target: Barred cage d Personal and touch	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M	Yes Yes ar creatures, no two of part Yes No	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning) Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force] Caster Level: 19  Divination (Scrying) Caster Level: 21  Conjuration (Teleportation)	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equipal Banishment  Effect: Banishes 38 HD of extraplanar creatures.  Delayed Blast Fireball  Effect: As fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball, except 19d6 fire damage; you can postpone blact as fireball.  Effect: You become ethereal Jaunt  Effect: You become ethereal along with your equipment.  Diana Forcecage  Effect: You become ethereal along with your equipment.  Seffect: You become ethereal your entered.	pc 27 27 27 27 28 ast for 28 28 28 28 28 28 28 28 28 28 28 28 28	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  Vour hand. None  I of either bars of force e walls or bars extend in Will negates g spells function reliably. S. None and Will negates (object)	Time 1 action 1 standard action or solid wall to the Ethe 1 standard action or through the 1 standard action the you arrive the your arrive the standard action the your arrive the standard action the standard	Duration 19 rounds 19 rounds 15 rounds or less; see text 15 rounds or less; see text 19 Permanent until discharged 19 rounds 18 hours 19 force [your choice]. Teleportation and real Plane, blocking ethereal travel. 19 thours 10 e sensor: detect chaos, detect evil, detect linstantaneous 10 off target.	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: Barred cage of See text Target: Magical ser ct Personal and touch Target: You and tou willing creatures	Comp. V, S, M re V, S, F ee extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 is 6 ft. or less V, S, M v,	Yes  Yes  ar creatures, no two of part Yes  No No No No No Owless cell 10  Yes  No and Yes (object) as or other touched	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 21  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equipality and invisible barier surrounds a single creature and its equipality and invisible barier surrounds a single creature and its equipality and invisible barier surrounds a single creature and its equipality and its equipalit	pc 27 27 27 27 27 27 27 27 27 28 28 t for 28 28 27 28 27 28 27 28 27 27 28 27 27 27 27 28 27 27 28 27 27 28 27 27 28 27 28 27 28 28 27 28 27 28 28 28 28 28 28 28 28 28 28 28 28 28	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None  of either bars of force e walls or bars extend in Will negates g spells function reliably in None and Will negates None and Will negates (object)	Time 1 action 1 standard action or solid wall to the Ethe 1 standard action or through the 1 standard action the you arrive the your arrive the standard action the your arrive the standard action the standard	Duration 19 rounds 1 Instantaneous 5 rounds or less; see text Permanent until discharged 19 rounds 38 hours s of force [your choice]. Teleportation an real Plane, blocking ethereal travel. 21 hours e sensor: detect chaos, detect evil, detect linstantaneous	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage d See text Target: Magical ser ct Target: You and touch Target: You and touch	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M s spread V, S, M	Yes  Yes  ar creatures, no two of part  Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 21  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19  Abjuration	magfae: p.77  phb: p.203  phb: p.217  phb: p.225  phb: p.227  phb: p.233  phb: p.275
Name Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equipal Banishment  Effect: Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures in particular creatures. Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures. Banishes 38 HD of extraplanar creatures. Banishes 29 HD of e	prosed for 28 billowing longues 27 ange lim 27 as, eve	Saving Throw Will negates Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None  lof either bars of force e walls or bars extend in Will negates g spells function reliably in the service of the	Time 1 action 1 standard action 2 standard action 2 standard action 2 standard action 2 through the standard action 2 standard action 3 standard action 4 through the standard action 5 standard action 5 standard action 6 standard action 7 standard action 7 standard action 8 standard action 8 standard action 9 act as the	Duration 19 rounds 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds 138 hours 138 hours 138 hours 139 hours 130 hours 130 hours 131 hours 132 hours 133 hours 134 hours 135 e sensor: detect chaos, detect evil, detect evil, detect evil, detect evil hours 140 hours 150 hours 160 hours 170	Range Touch Target: One creatur Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage d  Personal and touch Target: You and tou willing creatures Touch Target: One creature	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M s spread V, S, M	Yes  Yes  ar creatures, no two of part  Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 21  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275
Name	posed imposed	Saving Throw Will negates  Will negates  Will negates  Reflex half up to 5 rounds. None  your hand. None  lof either bars of force, e walls or bars extend in Will negates (object)  is None and Will negates (object) will in egates (harmless)  n with blindsense. The ne mand not be moleste	Time 1 action 1 standard action 2 standard action 3 standard action 4 standard action 5 standard action 6 standard action 7 standard action 7 standard action 8 standard action 8 standard action 9 act as the d or even r	Duration 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds	Range Touch Target: One creature Close (70 ft.) Target: One or more which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension in Personal Target: You Close (70 ft.) Target: Barred cage d  See text Target: Magical serect Personal and touch Target: You and tou willing creatures Touch Target: One creature Target: One creature Target: One creature Target: One creature	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M a 20 or wind V, S asor	Yes Yes ar creatures, no two of part Yes No No No No No No Owless cell 10 Yes No and Yes (object) ts or other touched Yes woo levels	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19  Abjuration  Caster Level: 19	magfae: p.77  phb: p.203  phb: p.217  phb: p.225  phb: p.227  phb: p.233  phb: p.275  phb: p.293  draco: p.113-114
Name  Name  Name  Name  Name  Name  Antimagic Aura  Effect: An invisible barier surrounds a single creature and its equip  Banishment  Effect: Banishes 38 HD of extraplanar creatures.  Delayed Blast Fireball  Effect: As fireball, except 19d6 fire damage; you can postpone bladed by the street of	ppc 27 27 27 27 27 27 27 27 27 28 28 28 28 28 28 28 28 28 28 28 28 28	Saving Throw Will negates Will negates Will negates  Reflex half up to 5 rounds. None  your hand. None  lof either bars of force e walls or bars extend in Will negates g spells function reliably in the service of the	Time 1 action 1 standard action 2 standard action 2 standard action 2 standard action 2 through the standard action 2 standard action 3 standard action 4 through the standard action 5 standard action 5 standard action 6 standard action 7 standard action 7 standard action 8 standard action 8 standard action 9 act as the	Duration 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds	Range Touch Target: One creature Close (70 ft.) Target: One or more which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension in Personal Target: You Close (70 ft.) Target: Barred cage d See text Target: Magical serect Personal and touch Target: You and tou willing creatures Touch Target: One creature a.or See text	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S V, S, M a 20 or wind V, S asor	Yes  Yes  ar creatures, no two of part  Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination  (Scrying)  Caster Level: 21  Conjuration  (Teleportation)  Caster Level: 19  Abjuration  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275
Name	ppc 27 27 27 27 27 27 27 27 28 28 27 28 28 27 27 27 27 27 27 28 27 27 27 27 27 27 27 27 27 27 27 27 27	Saving Throw Will negates Will negates Will negates  Reflex half up to 5 rounds. None  Vour hand. None  I of either bars of force e walls or bars extend in Will negates g spells function reliably. None and Will negates (object) int and there is no chance Will negates (harmless) in with blindsense. The ns and not be moleste	Time 1 action  1 standard action  2 you arrive 1 standard action  2 you arrive 1 standard action  2 you car steel 2 you car steel 3 you car steel 4 you car steel 5 you car steel 6 you car steel 7 you car steel 7 you car steel 8 you car steel 9 you car steel	Duration 19 rounds 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds 18 hours 19 force [your choice]. Teleportation and real Plane, blocking ethereal travel. 19 hours 10 esensor: detect chaos, detect evil, detect linstantaneous 10 off target. 1190 minutes [D] 10 ough the warded creatures are not there officed. If a warded character touches of See text	Range Touch Target: One creature Close (70 ft.) Target: One or more which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension in Personal Target: Barred cage of See text Target: Magical servet Personal and touch Target: You and touch Target: You and touch Target: One creature Target: One creature Target: One creature Target: See text Target: See text Target: See text	Comp. V, S, M re V, S, F e extraplane than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M e 20 or wind  V, S  asor	Yes  Yes  Yes  ar creatures, no two of opart  Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19  Abjuration  Caster Level: 19  Universal  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275 phb: p.293 draco: p.113-114
Name	posed imposed	Saving Throw Will negates  Will negates  Will negates  Reflex half up to 5 rounds. None  your hand. None  lof either bars of force, e walls or bars extend in Will negates (object)  where is no chance will negate (chiect)  it and there is no chance will negates (harmless)  n with blindsense. The ne and not be molestered.	Time 1 action  1 standard action  2 you arrive 1 standard action  2 you arrive 1 standard action  2 you car steel 2 you car steel 3 you car steel 4 you car steel 5 you car steel 6 you car steel 7 you car steel 7 you car steel 8 you car steel 9 you car steel	Duration 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds	Range Touch Target: One creature Close (70 ft.) Target: One or more which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension in Personal Target: Barred cage of See text Target: Magical server Target: You and touch Target: You and touch Target: One creature or See text Target: One creature or See text Target: See text Target: See text Target: See text Target: See text	Comp. V, S, M re V, S, F ee extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M e 20 or wind V, S hasor V, S, M re touched/h V, S, XP V, S, XP	Yes  Yes  ar creatures, no two of opart Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination  (Scrying)  Caster Level: 21  Conjuration  (Teleportation)  Caster Level: 19  Universal  Caster Level: 19	magfae: p.77  phb: p.203  phb: p.217  phb: p.225  phb: p.227  phb: p.233  phb: p.275  phb: p.293  draco: p.113-114
Name	poc 27 present 27 27 27 asst for 28 proposed 27 27 27 asst for 27 27 asst for 27 27 asst for 27 27 anne of	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  Pour hand. None  None  I of either bars of force is walls or bars extend in Will negates g spells function reliably in the service of the serv	Time 1 action 1 standard action 2 standard action 3 standard action 4 standard action 1 standard action	Duration 19 rounds 15 rounds or less; see text 15 rounds or less; see text 19 Permanent until discharged 119 rounds 138 hours 138 hours 138 hours 139 hours 14 hours 15 rounds or less; see text 19 rounds 19	Range Touch Target: One creature Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage d  See text Target: Magical ser ct Personal and touch Target: You and tou willing creatures Touch Target: One creatures or See text Target: See text Target: See text Target: See text Target: See text Touch	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M e 20 or wind V, S  uched object S, M re touched/h V, S, XP V, S, F uched, or up	Yes  Yes  ar creatures, no two of part Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Caster Level: 19  Conjuration (Summoning)  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Divination (Scrying)  Caster Level: 21  Conjuration (Teleportation)  Caster Level: 19  Abjuration  Caster Level: 19  Universal  Caster Level: 19  Conjuration  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275 phb: p.293 draco: p.113-114
Name	poc 27 present 27 27 27 asst for 28 proposed 27 27 27 asst for 27 27 asst for 27 27 asst for 27 27 anne of	Saving Throw Will negates Will negates  Reflex half up to 5 rounds. None  Pour hand. None  None  I of either bars of force is walls or bars extend in Will negates g spells function reliably in the service of the serv	Time 1 action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 through the standard action 5 standard action 7 standard action 1 standard action	Duration 19 rounds 15 rounds or less; see text 15 rounds or less; see text 19 Permanent until discharged 119 rounds 138 hours 138 hours 138 hours 139 hours 14 hours 15 rounds or less; see text 19 rounds 19	Range Touch Target: One creature Close (70 ft.) Target: One or mor which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension i Personal Target: You Close (70 ft.) Target: Barred cage d  See text Target: Magical ser ct Personal and touch Target: You and tou willing creatures Touch Target: One creatures or See text Target: See text Target: See text Target: See text Target: See text Touch	Comp. V, S, M re V, S, F e extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M e 20 or wind V, S  uched object S, M re touched/h V, S, XP V, S, F uched, or up	Yes  Yes  ar creatures, no two of part Yes  No  No  No  No  No  No  No  No  No  N	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination  (Scrying)  Caster Level: 21  Conjuration  (Teleportation)  Caster Level: 19  Universal  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275 phb: p.293 draco: p.113-114
Name	posed for a second proposed for a second pro	Saving Throw Will negates  Will negates  Will negates  Well negates  Reflex half  up to 5 rounds. None  your hand. None  Your hand. None  I of either bars of force, et walls or bars extend in will negates (object)  Will negates (harmless)  In with blindsense. The ns and not be molester. None; see text  Will negates existence or alternate me time. See text	Time 1 action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 1 standard action	Duration 19 rounds 19 rounds 15 rounds or less; see text 19 Permanent until discharged 19 rounds	Range Touch Target: One creature Close (70 ft.) Target: One or more which can be more Long (1160 ft.) Target: 20-ft. radius See text Target: One object longest dimension in Personal Target: You Close (70 ft.) Target: Barred cage d  See text Target: Magical ser ct Personal and touch Target: You and tou willing creatures Touch Target: One creature see text Target: See text Touch Target: Creature to acreatures joining ha 60 ft. Target: Cone-shapet 60 ft. Target: Cone-shapet	Comp. V, S, M re V, S, F ee extraplana than 30 ft. a V, S, M s spread V, S, M weighing 10 s 6 ft. or less V, S  V, S, M e 20 or wind V, S hasor A V uched object S, M re touched/h V, S, XP V, S, F uched, or up ands V, S	Yes Yes ar creatures, no two of opart Yes No No No No No No No No owless cell 10 Yes No and Yes (object) tis or other touched Yes wo levels Yes to eight willing	Abjuration  Caster Level: 19  Abjuration  Caster Level: 19  Evocation [Fire]  Conjuration  Caster Level: 19  Transmutation  Caster Level: 19  Evocation [Force]  Caster Level: 19  Divination  (Scrying)  Caster Level: 21  Conjuration  (Teleportation)  Caster Level: 19  Universal  Caster Level: 19  Universal  Caster Level: 19  Conjuration  Caster Level: 19	magfae: p.77 phb: p.203 phb: p.217 phb: p.225 phb: p.227 phb: p.233 phb: p.275 phb: p.293 draco: p.113-114 phb: p.248 phb: p.262

Wizard Spells Medium (290 ft.) V. S. M/DF No Reverse Gravity 27 None: see text 1 standard 19 rounds Transmutation phb: p.273 Effect:
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.

None

1 standard See text Target: Up to 9 10-ft. cube [S] Caster Level: 19 Personal V, S, M, No Divination phb: p.298 □□□□□\*Vision Caster Level: 21 Target: You This spell functions like legend lore, except that ity works more quickly but produces some strain on you. LEVEL 8 Spell Resistance DC Saving Throw Duration Comp. School Source Medium (290 ft.) □□□□□ Dimensional Lock None 1 standard 19 days V. S Abjuration phb: p.221 Target: 20-ft. radius emanation centered on a point in Caster Level: 19 Effect:
You create a shimmering emerald barrier that completely blocks extradimensional travel. Unlimited draco: p.107-108 10 minutes Instantaneous V, S, DF No Divination □□□□\*Discern Location Target: One creature or object Caster Level: 21 You learn the exact location of single creature or object. □□□□□ Earth Glide Will negates (harmless) V, S, DF Yes (harmless) Transmutation Target: Creature touched Caster Level: 19 You give the subject the ability to glide through earth and stone as easily as an earth elemental does Close (70 ft.) V, S, M No □□□□□ Excavate None 1 standard Instantaneous Transmutation splcmp: p,85 Target: One 5 ft.-by-5 ft. opening, 19 ft. deep Effect:
Creates a permanent passage in earth and walls. Caster Level: 19 V, S, XP No Transmutation 10 minutes 4d12 weeks frstbn: p.93 □□□□□ Fimbulwinter (see text) [Cold] Caster Level: 19 Target: 19 mile radius, centerd on you You change the weather to a state of permanent winter, or strengthen winter conditions already present 1 standard 19 rounds [D] □□□□□ Ghostform splcmp; p.103 Effect: Target: You Caster Level: 19 You assume incorporeal form and gain some incorporeal traits and bonuses. Conjuration (Teleportation) Caster Level: 19 Will negates Touch □□□□□Greater Plane Shift V, S, F standard Instantaneous Target: Creature touched, or up to eight willing Plane shift accurately to your desired destination. creatures joining hands V, S, M No □□□□□\*Greater Prying Eyes None 1 minute 21 hours: see text One mile Divination phb: p.267 Effect:
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 Caster Level: 21 Target: Ten or more levitating eyes V, S Will negates Close (70 ft.) Yes (harmless) phb: p.253 □□□□□Mind Blank 28 1 standard 24 hours Abjuration Target: One creature Caster Level: 19 The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all ind-affecting spells and effects as well as information gathering by divination spells or effects. 1 standard 21 hours or until discharged V, S Divination □□□□\*Moment of Prescience Caster Level: 21 Target: You 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. phb: p.263 Polymorph Any Object 28 Fortitude negates (object); see text 1 standard See text Close (70 ft.) V, S, M/DF Yes (object) Transmutation Effect:
This spell functions like polymorph, except that it changes one object or creature into another.

28 See text 1 sta Target: One creature, or one nonmagical object of up Caster Level: 19 V, S See text Prismatic Wall 1 standard 190 minutes Close (70 ft.) Abjuration phb: p.264 Target: Wall 76 ft wide, 38 ft high Caster Level: 19 Creates a vertical, opaque wall-a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the 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 lo at the wall. 28 Reflex partial; see text 1 standard Instantaneous Long (1160 ft.) V, S, M/DF Yes Evocation [Light] phb: p.289 □□□□□ Sunburst Target: 80-ft. radius burst Caster Level: 19 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 Superior Invisibility 28 Will negates 1 standard 19 minutes [D] action Personal or touch V, S No Illusion (Glamer) splcmp: p,125 Target: You or a creature or object weighing no more Caster Level: 19 than 1900 lbs. Effect:
Subject is invisible to sight, hearing, and scent for 19 minutes, and can attack

### Spellbook: Boccob's Blessed Book

#### Wizard

Level 0 □Acid Splash (DC:) □Amanuensis (DC:20) ☐Arcane Mark (DC:) □Dancing Lights (DC:) □Daze (DC:20)
□\*Detect Magic (DC:) □\*Detect Poison (DC:) □Electric Jolt (DC:) □Flare (DC:20) □Ghost Sound (DC:20) □Horizikaul's Cough (DC:20) □Launch Bolt (DC:) □Launch Item (DC:) □Light (DC:)
□Mage Hand (DC:) □Mending (DC:20) □Message (DC:) □Open/Close (DC:20) □Prestidigitation (DC:20)
□Ray of Frost (DC:) □\*Read Magic (DC:) □Repair Minor Damage

(DC:)

☐Resistance (DC:20)

□Stick (DC:20)

☐Silent Portal (DC:20) ☐Sonic Snap (DC:20)

Level 1 □Alarm (DC:) □Burning Hands (DC:21) □Charm Person (DC:21) □\*Comprehend Languages (DC:) □\*Detect Secret Doors (DC:) □Disguise Self (DC:) □Endure Elements (DC:21) □Enlarge Person (DC:21) □Expeditious Retreat (DC:) □Familiar Pocket (DC:)
□Feather Fall (DC:21) □Grease (DC:21) □Hold Portal (DC:) □\*Identify (DC:) ☐Mage Armor (DC:21) ☐Magic Missile (DC:) ☐Mount (DC:) □Reduce Person (DC:21) □Sleep (DC:21) □Ventriloquism (DC:21)

Level 2 □Alter Self (DC:) □Bear's Endurance (DC:22)
□Blindsight (DC:22) □Blur (DC:22)
□Bull's Strength (DC:22)
□Cat's Grace (DC:22) □Continual Flame (DC:) □Darkness (DC:) □Darkvision (DC:22) □\*Detect Thoughts (DC:22) □Eagle's Splendor (DC:22) □Fox's Cunning (DC:22)
□Glitterdust (DC:22)
□Invisibility (DC:22)
□\*Locate Object (DC:) ☐Magic Mouth (DC:22) □Melf's Acid Arrow (DC:) ☐Minor Image (DC:22) ☐Mirror Image (DC:) Owl's Wisdom (DC:22) □Rope Trick (DC:) □Scorching Ray (DC:) □\*See Invisibility (DC:)
□Spider Climb (DC:22)

Level 3 □\*Analyze Portal (DC:23) □Antidragon Aura (DC:23) □Blink (DC:) □\*Clairaudience/Clairvoyance (DC·) □Dispel Magic (DC:) □Explosive Runes (DC:23) False Gravity (DC:23) □Fireball (DC:23) □Fly (DC:23) □Gaseous Form (DC:) □Haste (DC:23)
□Hold Person (DC:23) □Invisibility Sphere (DC:23)
□Lightning Bolt (DC:23) ☐Greater Mage Armor □Magic Circle Against Chaos (DC:23) □Magic Circle Against Evil (DC:23) □Magic Ćircle Against Good (DC:23) □Magic Ćircle Against Law (DC:23)

Major Image (DC:23) □Nondetection (DC:23)

□Phantom Steed (DC:)
□Protection from Energy

□Sepia Śnake Sigil (DC:23)
□Shrink Item (DC:23)
□\*Tongues (DC:23)

(DC:23) □Scintillating Sphere (DC:23)

Level 4 □Antidragon Aura (DC:24) □\*Arcane Eye (DC:) □\*Assay Spell Resistance (DC:)

Charm Monster (DC:24) ☐Mass Darkvision (DC:24) \_\*Detect Scrying (DC:) □Dimension Door (DC:24) □Dimensional Anchor (DC:) □Evard's Black Tentacles (DC:)

Illusory Wall (DC:24) □Greater Invisibility (DC:24) □\*Locate Creature (DC:) □Polymorph (DC:) □Remove Curse (DC:24) \*Scrying (DC:25)

□ Arc of Lightning (DC:25)
□ Baleful Polymorph (DC:25)
□ Boreal Wind (DC:25)
□ Cloudkill (DC:25)
□ False Vision (DC:)
□ Feeblemind (DC:25)
□ Mass Fly (DC:25)
□ Hidden Lodge (DC:)
□ Hold Monster (DC:25)
□ Major Creation (DC:)
□ Mirage Arcana (DC:25)
□ Overland Flight (DC:25)
□ Passwall (DC:)
□ Persistent Image (DC:25)
□ Phantasmal Thief (DC:)

Level 5

□Persistent Image (DC:2£
□Phantasmal Thief (DC:)
□Prismatic Ray (DC:25)
□\*Prying Eyes (DC:)
□\*Rary's Telepathic Bond (DC:)
□Sending (DC:)
□Stone Shape (DC:)
□Telekinesis (DC:25)
□Teleport (DC:25)
□Wall of Force (DC:)
□Wall of Stone (DC:25)

Level 6 □\*Analyze Dweomer (DC:26) ☐Chain Lightning (DC:26) Contingency (DC:) □Disintegrate (DC:26) ☐Greater Dispel Magic (DC:) □Extract Water Elemental (DC:26) □Geas/Quest (DC:)
□\*Interplanar Telepathic Bond (DC:)

□\*Legend Lore (DC:) ☐Move Earth (DC:) □Permanent Image (DC:26) □Planar Binding (DC:26) □Prismatic Eye (DC:26) \*Probe Thoughts (DC:26) □Programmed Image (DC:26) □Seal Portal (DC:) □\*True Seeing (DC:26) □Veil (DC:26)

Level 7

Antimagic Aura (DC:27)

Banishment (DC:27)

Delayed Blast Fireball (DC:27)

Drawmij's Instant
Summons (DC:)

Ethereal Jaunt (DC:)

Hide from Dragons (DC:27)

Plane Shift (DC:27)

Prismatic Spray (DC:27)

Reverse Gravity (DC:27)

Greater Scrying (DC:28)

Greater Teleport (DC:27)

Vision (DC:)

□Water Breathing (DC:23) Level 8 □Dimensional Lock (DC:) "\*Discern Location (DC:) □Earth Glide (DC:28) □Excavate (DC:) □Fimbulwinter (DC:) □Ghostform (DC:) □Superior Invisibility (DC:28) ☐Mind Blank (DC:28) □\*Moment of Prescience (DC:) □Phantasmal Thief (DC:) ☐Greater Plane Shift (DC:28) □Polymorph Any Object (DC:28) □Prismatic Wall (DC:28) □\*Greater Prying Eyes (DC:) □Sunburst (DC:28)

## Spellbook: Prepared Spells

Level 0

Create Water (DC:)

Cure Minor Wounds
(DC:19)

Know Direction (DC:)

Light (DC:)

Mending (DC:19)

Read Magic (DC:)

Level 5

Baleful Polymorph (DC:24)

Cure Critical Wounds (DC:24)

Death Ward (DC:24)

Panacea (DC:24)

Wall of Thorns (DC:)

Level 1

Cloudburst (DC:)
Cure Light Wounds (DC:20)
Entangle (DC:20)
Faerie Fire (DC:)
Goodberry (DC:)
Longstrider (DC:)
Produce Flame (DC:)
Speak with Animals (DC:)
Level 6

Level 6

Crumble (DC:25)

Greater Dispel Magic (DC:)

Find the Path (DC:25)

Protection from All

Elements (DC:)

Superior Resistance
(DC:25)

Druid

Level 2

Briar Web (DC:21)

Cloudburst (DC:)

Lesser Restoration (DC:21)

Scent (DC:)

Soften Earth and Stone
(DC:)

Spider Climb (DC:21)

Tree Shape (DC:)

Warp Wood (DC:21)

Level 7

Level 7

—Control Weather (DC:)

—Fire Storm (DC:26)

—Heal (DC:26)

Level 3

Crumble (DC:22)

Cure Moderate Wounds (DC:22)

Daylight (DC:)

Meld into Stone (DC:)

Plant Growth (DC:)

Remove Disease (DC:22)

Stone Shape (DC:)

Level 8
□Frostfell (DC:27)
□Glacier (DC:)

Level 4

Arc of Lightning (DC:23)

Dispel Magic (DC:)

Flame Strike (DC:23)

Ice Storm (DC:)

Last Breath (DC:23)

Lay of the Land (DC:)

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:	